

# front mission 3™

The background of the title screen is a grayscale illustration of a city street. Tall, multi-story buildings line both sides of the street, which is filled with debris and rubble. In the center of the street, a soldier in a military uniform and helmet stands with arms outstretched. A bright yellow beam of light shines down from the sky, hitting the soldier's feet. The sky is filled with large, billowing clouds.

START

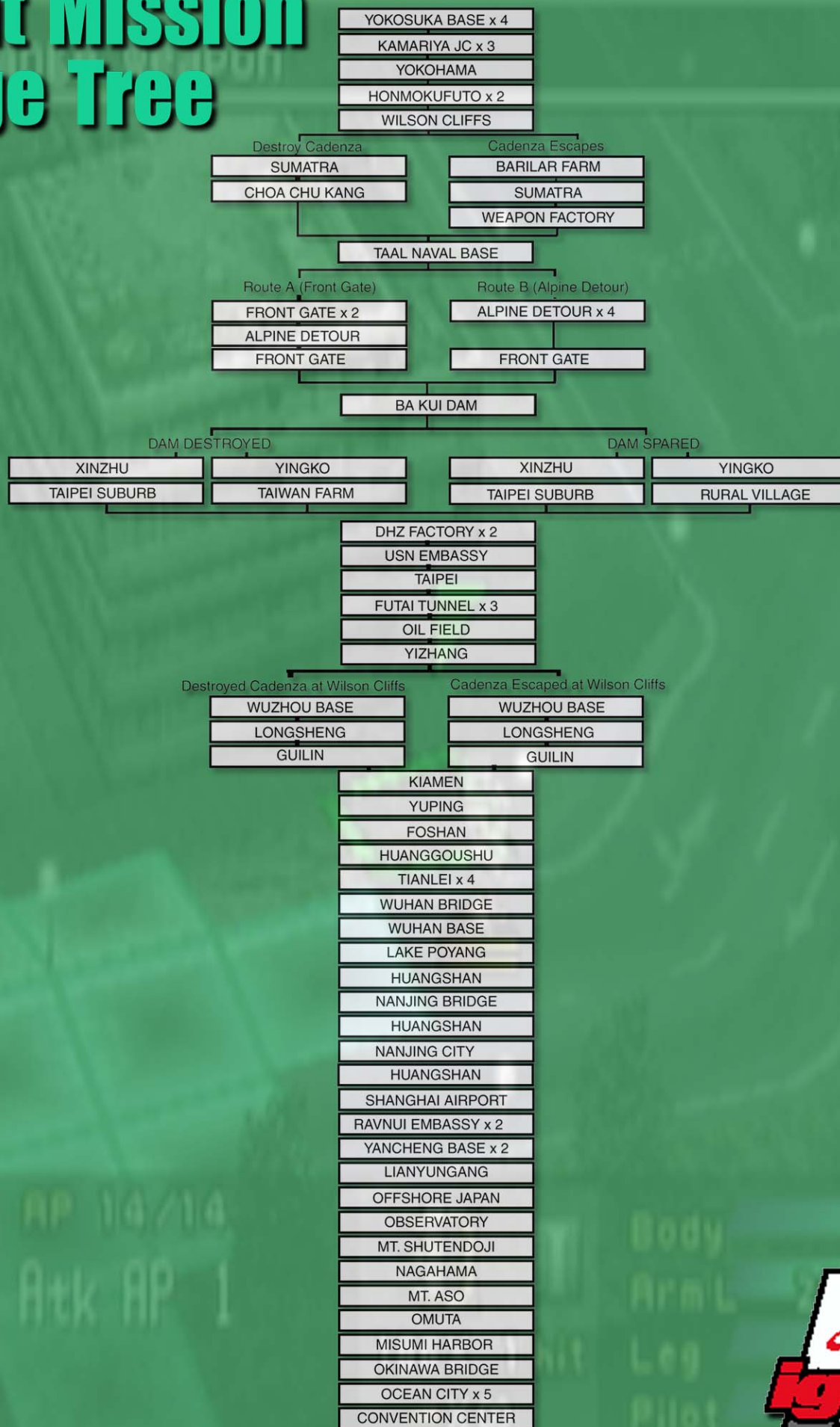
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# Front Mission Stage Tree



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## Front Stage III

Front Stage III is a huge and self-immersive game! There're 70 normal gameplay stages in the latest, turn-based strategy from Square Soft. There are 85 stages total. The only way to play all of them is to save your game before the event changing stages and then going back to those saves and making different decisions or choices. Look at the stage tree map and read on for all the help you need to get you through Front Mission 3.

### Battle Strategies

#### Eject!!

The Eject option is such a badass feature! There are a lot of good reasons to Eject, but the most significant one being high Wanzer body damage. Many a battle have been won from abandoning a Wanzer that's taken a serious flogging, and jumping into a lesser damaged Wanzer.

When out of the Wanzer, you're extremely vulnerable to enemy fire. Certain weapons are more effective at killing a "naked" pilot, but we'll go further into that in the next tip. You should get into a Wanzer on the very next turn after being uncontrollably or purposely ejected.

But did you know that you could eject from one Wanzer into another in one turn? It's true. Just step up to the space adjacent to the empty Wanzer you would like to enter and choose the eject option, then highlight that Wanzer and, your in! You will hop from one to the other saving a vital turn.

Before you confirm your choice you can set your character's AP as you would in the beginning of the stage. Enemy Wanzers are no exception as long as they are empty.

#### Pilots

When you successfully eject an enemy Pilot from his or her Wanzer or if it's a foot soldier that you are battling, your choice of weapon is crucial. Long range weapons, such as missiles and sniper rifles, rarely hit the target -except in the last few stages, you will notice that the AI can hit your "naked" pilots with missiles as if they had fluorescent targets painted on them. Shotguns, machineguns, and flame-throwers are a much better choice. With Melee weapons you usually have a 50/50 chance of making contact with the pilot. Always try to approach the space next to the pilot, he's not going to hurt you much.

However, don't underestimate the power of a pilot, sometimes their low-damage attack can result in an ejection of your own! If you do eject an enemy pilot, it's usually best to concentrate the full team's attack on that lone pilot. The time spent on killing the pilot and





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his counter damage is much less than what can be expected when attacking him if he were in his Wanzer.

## New Battle Skills

When you have the opportunity to learn a new battle skill yet you do not want to replace a favorite because of the lack of space in your computer, accept the new one and then choose your favorites in the Setup Menu after the Stage is over. This way you will have learned the new Battle Skill and have the option to use it later when you have a Computer that can handle more battle skills.

## Surrendered?

When the enemy waves the white flag and declare they surrender or Checking Morale, don't believe this act until their health meters turn white. Only then have they truly surrendered. Attack them again until the meter turns white, only then will they become your prisoners. Be careful with the force you use when they're low on health. Try using a Melee attack if they are heavily damaged and still not completely surrendered. Captured Wanzers can be used for parts, exchanging, or sold for cash. Try capturing Wanzers in each battle.

## Anti-I, Anti-P, or Anti-F?

The option to add amounts of AP to your defense, Accuracy, or Evade, or even the option to choose which defense to use, comes into play once you reach the level 2 upgrades at the Sentosa City Shop. The second choice below each body part, the Def-C Upgrade, Acc Upgrade, and the Eva Upgrade, allow you to add amounts of AP to these areas just before you go into battle.

### Anti-I

Anti-Impact Defense protects against such attacks as Melee attacks and Shotgun blasts.

### Anti-P

Anti-Piercing Defense protects against Missiles, Spikes stationary guns, Rifles, and tanks.

### Anti-F

Anti-Fire Defense protects you from fire attacks and Missiles. Fire attacks from flamethrowers are very rare but the Anti-F is the best defense against Missile attacks. Use Anti-Fire only if you know you are going up against a lot of helicopters or missile launching Wanzers.

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## Enemy, come to me...

Always have at least one Missile Launching Wanzer in your party with a couple Missile reloads in the backpack. Hang back in battles to allow the enemy Wanzers come to you. Pick off the enemy as much as possible before choosing close combat, and for the most part, always attack one enemy with all four of your Wanzers. Keep the Missile Launcher as far out of harms way as possible, missiles don't lose their HP damage with distance.

A lot of times, the enemy only moves in when their numbers are reduced. If an armless enemy near you is still alive, the other Wanzers may not move in because his presence is still detected, even though it is no threat to you anymore. You can use this flaw in the enemy AI to your advantage. You can leave the damaged enemy Wanzer and sneak up on the remaining enemies one at a time. Using your Missile Launcher as the initial attack as your other troops move in for the kill.

## Shields

When you use the shield, the shield and the arm that is holding the shield absorb all of the enemy's attack. Until you get the good shields that absorb 70% to 90% of the damage, like the Buckler, Heavy Shield, and the SN-107G, buy and equip 'Recover Hi' instead of a 'Shield Max' or 'Repair' simply because of the damage your *arm* receives until you have these better shields. It's better just to replace the arm once it is gone, which also brings back the shield attached to that arm. When you do get the SN-107G shield and have Shield Max in your backpack, you're almost invincible.

If you are choosing to counter an attack from an enemy Wanzer's whose health is low or Arm damage high, don't use the shield, use your weapon. This could save you a turn by eliminating the enemy with your counter attack before they get a hit in.

## Weapon Location

Where you choose to attack the enemy is as important as the weapon you use and the attack itself. Here are a few things to keep in mind when looking for your next space to move into.

When attacking tanks, step up into the space right next to them, they cannot counter when you are in this position, you are too close.

Whenever possible, be at a higher altitude than your victim. This increases your accuracy and if you are fighting a Melee enemy, they may not be able to reach you for a counter attack.

Try not to go up against an enemy with the same weapon, it will just come down to who

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has more HP and it will wear you down to almost nothing. So, no matter what space you choose to attack from, the enemy will have the same advantage, unless you are on a platform directly above them.

Attack Melee enemies from the closest kitty corner space to them. They will not be able to counter attack from this out-of-reach position.

Always focus the whole team's attack on Grenade Launching enemies to take them out as soon as possible. Grenades can damage multiple units in one turn. Get in close to this aggressor or stay close to other enemy units so that the shrapnel will hit them as well.

## Start Button

For those of you that are in a hurry, especially the second time through the game when you already know the story, the START Button is a godsend! Pushing and holding down the START button will quickly scroll through characters as they speak and bypass the FMV's. No soaps the second time through! This works the first time through as well.

## Turning Point Stages

Looking at the Stages on the Front Stage tree-graphic, you will notice the four different sections that branch off to different Stages. These are Stages that result from the choices you make in previous Stages or pre-stage events. The following is an account of these said areas and the consequences of your decisions.

***Tip: Speak with everyone to get URL's, Email Addresses, tips, direction, and to trigger events.***

## STAGE ONE: YOKOSUKA BASE

### Pre-stage Events:

Ryogo + Koike + Ryogo + Go with him + Move + Construction Zone + Ryogo + Move + JDF Facility + Move + Heliport

### Wanzer Testing Site:

Before going to the Construction Zone you might want to go to the Wanzer Testing Site. Listen to the tutorials and learn more on combat. It's also good to take advantage of these practice battles to learn more skills that will help in the following Stages.

**Objectives:** Destroy all cannons.

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## Strategy:

There four cannons that must be destroyed. As long as Ryogo and Kazuki stick together and take out one 12mm MG at a time, your first Platinum medal is in the bag. Make sure to stay out of range of other guns while attacking another. Not a tough stage, you should be able to take out one gun with each turn.

## Platinum Rankings:

Enemies Eliminated	4
Total Number of Battles	8
Average Damage	93
Average Weapon Level	1
Number of Turns	5 or less



*Stick together and take one cannon out at a time.*

*You can now get new wallpaper for your desktop. Go to the MFA/GOVERNMENT/JAPAN website and then to the Diplomatic Column link and download the Polvadinger graphic.*

## STAGE TWO: YOKOSUKA BASE

### Pre-stage Events:

Move + Go out + Yokosuka Base + Downtown  
+ Move + Go out (Meet Emma)

**Objectives:** All enemies are destroyed or surrender.

### Strategy:

Use Emma's missile attacks while the enemy is distant. The enemy Wanzer's are of a Melee type, so keep one space between you and them as you engage in close combat. Take out the Kasel M2's first and then worry about the less freighting Jinyo MK110's.



Remember that when you are positioned higher than your opponent is your hit percentage is greater. There are quit a few opportunities to get the upper hand in this level by using the various platforms.

## Platinum Rankings:

Enemies Eliminated	4
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Total Number of Battles	32
Average Damage	53
Average Weapon Level	1
Number of Turns	8 or less

## STAGE THREE: YOKOSUKA BASE

**Objectives:** All enemies are destroyed or surrender, or your pilots arrive at the lift.

### Strategy:

You have two choices, kill all the enemy Wanzers or have your complete party board the elevator. With the limited mobility of Emma's current Wanzers (2 spaces per move) it makes it difficult to reach the elevator in under 7 turns. This makes her easy prey for the Kasel M2s and Jinyo Mk110s in hot pursuit who have great mobility range.

If you are going to race to the elevator move Emma to her maximum mobility towards the elevator with each move and then use her missile attack on any enemy in range. Keep Kazuki and Ryogo behind her to provide cover. The only exception is the first two moves where you want Kazuki or Ryogo to open the first door by ending one of their turns in front of the red switch and then choosing 'Open.' There is no need to close the door behind you unless you get in a predicament where it will stop a couple of Wanzers' attack.

On Turn 6 an enemy Kasel M2 and a Jinyo Mk110 will come through a door in the elevator room. If you're in a nasty fight with the other wanzers this could be dangerous. Suggestion... run for the lift or kill 'em all!

### Platinum Rankings:

Enemies Eliminated	3 or more
Total Number of Battles	35 or less
Average Damage	40
Average Weapon Level	1
Number of Turns	8 or less

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## STAGE FOUR: YOKOSUKA BASE

**Objectives:** All enemies are destroyed or surrender, or your pilots escape from the base.

### Strategy:

Your first objective is to take care of the Jinyo MK110 that stands between you and the two MK9 AFV's near the barricade. The Jinyo MK110 has a Achin 51 machinegun and is equipped with a Hardblow Melee weapon so





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attack with Emma's missiles first then bring in Kazuki with his Odin shotgun at close range. You don't usually want to put two wanzers with the same weapons together in a fight (Ryogo and the Jinyo MK110). Bring Ryogo up last in the first turn and hopefully with his attack the Jinyo MK110 will lose his gun arm.

Next, target the MK9 AFV's one at a time and hopefully you will destroy them both before Turn 5 -when the two enemy Wanzers reinforcements appear. Once they do, however, use the air support grenades on them while keeping a two-space distance from them so that friendly fire doesn't hit you. You'll get this grenade support on Turn 6. Place the target in the center of the air attack spaces for maximum damage. It's be easier to destroy these guys then having the slow-walking Emma make it to the barricade for an escape.

## Platinum Rankings:

Enemies Eliminated	3
Total Number of Battles	23
Average Damage	45
Average Weapon Level	1
Number of Turns	7 or less



## STAGE FIVE: KAMARIYA JC

### Pre-stage Events:

Emma + Setup training + Back + Move + Go out

After the training on setting up a Wanzers you can go to the Network and purchase items (only items at this time). You can now fill up the backpacks with health and weapon power-ups. Also, check the captured Wanzers to your own to see if there is a change you can make where you will come out ahead.

**Objectives:** All enemies destroyed or surrender.

**Strategy:** There are two helicopters on the opposite side of the divided highway and one on your side. Have Emma move closer to the barrier and concentrate on attacking the two while Ryogo and Kazuki take out the helicopter on their side up on the mountain. Finally, attack the two Kyohei Mk108's. The police Wanzers closest to you in the beginning is only holding a baton, so take him out first from a safe two space radius. If you need to, the barrier between highways is destructible, just shoot it.

## Platinum Rankings:

Enemies Eliminated	5
Total Number of Battles	20
Average Damage	50
Average Weapon Level	2
Number of Turns	5 or less



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## STAGE SIX: KAMARIYA JC



**Objectives:** All enemies destroyed or surrender.

### Strategy:

The Mk9 AFV directly in front of you in the road can easily be taken out with one player in one turn. Next, rush up the hill and take on the police Kyokei Mk108 -he's got a machinegun and a shield. Make your way across to the other side and attack the two Enyo Mk109s before they attack with the missile launchers that they are equipped with.

The Enyo Mk109s do not have strong melee weapons, attack them at close range for maximum accuracy. Kazuki's Bone Buster will make short work of these missile toting whimps.

### Platinum Rankings:

Enemies Eliminated	4
Total Number of Battles	20
Average Damage	48
Average Weapon Level	3
Number of Turns	7 or less

## STAGE SEVEN: KAMARIYA JC

**Objectives:** All enemies destroyed or surrender.

### Strategy:

Have Emma attack the Mk9 AFV on her way to get the Enyo Mk109 into range for a similar missile attack. If she tries to shoot the Jinyo Mk110 on her first turn, she usually misses.

Have Kazuki and Ryogo rush the Jinyo Mk110 and the Mk9 AFV to finish them off. Put Ryogo on the Mk9 AFV and Kazuki on the Jinyo Mk110, it's a better match up. After Emma is through with the missile launching Mk109, have

her attack the enemy Wanzer on the other side of the tollbooth. Have one of the boys shoot the barricade and enter to assist Emma in her attack.

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## Platinum Rankings:

Enemies Eliminated	4
Total Number of Battles	18 to 20
Average Damage	43 to 44
Average Weapon Level	3
Number of Turns	6 or less



## STAGE EIGHT: YOKOHAMA

### Pre-stage Events:

Mechanic + Go out

Before the Stage you can get a new web address by speaking to the Mechanic at the Yokohama Repair Depot. Visit the Japanese Police Organization at JPO/GOVERNMENT/JAPAN to get a desktop background from the SCHEDULED ACTIVITIES. While at this site you can get the following address: IGUCHI/CORPORATION/JAPAN. And at the Iguchi site you can download (for 500 bucks) a simulator program.

Check Kazuki's email and find the message from Kinkakuji with the web address for the Armored Kinkakuji web site: ARMORED KINKAKUJI/OTHER/JAPAN. Here you'll find the address for the Network Computing Software Corporation: NETCOMSYS/CORPORATION/JAPAN. You can also purchase the Kaleidoscope program for 200 credits.

If you want, you can now buy upgrades for your Wanzers. Upgrade the Wanzers' HP and from here on out you'll be able to shop and upgrade through the Network.

**Objectives:** All enemies destroyed or surrender.



### Strategy:

Missile one of the Jinyo Mk110s in the first turn and then have the other two party members attack the same Wanzers at a closer range. Concentrate on the Jinyo Mk110s and the two Kasel M2's will back off and wait until it's their time. The Kasel M2's are Melee Wanzers, so keep your distance as you attack to keep from a harsh blow counter attack.

You don't have too, but for the extra bonus points for enemies destroyed, you can take out the two Sikida trucks with one shot each before they leave the stage.

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## Platinum Rankings:

Enemies Eliminated	4 to 6
Total Number of Battles	20 to 25
Average Damage	40
Average Weapon Level	4
Number of Turns	8 or less

## STAGE NINE: HONMOKUFUTO

**Objectives:** All enemies destroyed or surrender.

### Strategy:

Eliminate the two missile equipped Enyo Mk109s at close range. Use the high platforms to your strategic advantage. When the Enyo Mk109s have been destroyed work on the Kasel M2 at a safe distance to keep from its fists. Lastly, attack the machinegun toting Jinyo MK110.

## Platinum Rankings:

Enemies Eliminated	4
Total Number of Battles	20
Average Damage	40
Average Weapon Level	4
Number of Turns	5 or less



*Take out the missile launching Enyo Mk109s first and use the platforms for better hit percentage.*

## STAGE TEN: HONMOKUFUTO



**Objectives:** All enemies destroyed or surrender.

### Strategy:

The enemies in the multi-level stage are spread out far enough away from each other to give you the opportunity to kill them one at a time. Concentrate all three players on one enemy at a time until you reach the missile launching Laiying Type1 on the top level in the back corner. The closest Wanzer to you is a Jinyo Mk110 he has a machinegun and a weak Melee Hardblow. Start by attacking him with a missile then follow up with a Bone Buster and then Ryogo's machinegun attack. This first guy

may take a Turn and a half.

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The next guy to deal with is the Tiandong 3 (which is a nice Wanzer to try to capture) It'll rush into battle as soon as the first guy is defeated. Keep above and two spaces away from this hard-hitting Melee Wanzer. Hit him with a missile, and then shoot him from a higher level platform with the machinegun and shotgun. Don't Melee with him!

By turn 4 the Laiying Type1 will start to pick you apart from afar. This is when you have Emma concentrate on this missile launching Wanzer to weaken it before you can get the boys there to finish it off. The Jinyo Mk110 will shy away from a head-on assault so save this one for last -Unless you can kill him as you pass by it to get to the Laiying Type1.

## Platinum Rankings:

Enemies Eliminated	4
Total Number of Battles	28 to 30
Average Damage	40 to 45
Average Weapon Level	4 to 5
Number of Turns	8 to 9

## STAGE ELEVEN: WILSON CLIFFS

### Pre-stage Events:

Emma + Move + Hallway + Move + Flight Deck

### BEFORE LEAVING THE AIRCRAFT CARRIER:

Check Kazuki's mailbox and send a reply to the message, and check the email again after the stage is over. Dennis receives email from Sybil with a password, send her a reply. Also, Ryogo receives an email from Shinzuka Jinguiji with passwords for two different web sites.

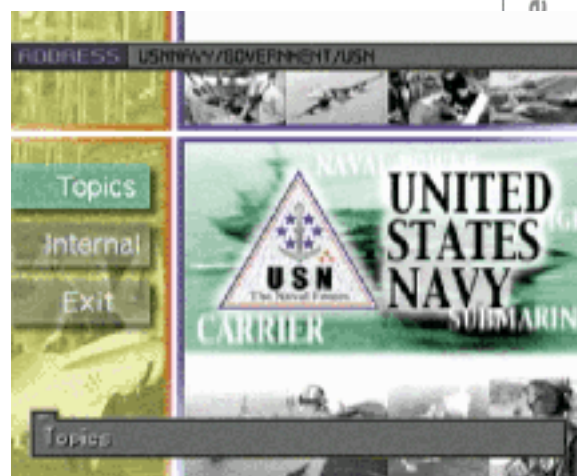
### Story Turning Point

Keep a Game Save before this Stage if you want to play both scenarios that will follow until Stage 15. This is a turning point in the story, which is decided when you destroy the Cadenza or if it escapes. If you destroy the armored vehicle you will go onto Sumatra and Choa Chu Kang (recommended) and shortly after, Yun (MoneyMaker) will join your party.

If you do not destroy the Cadenza and it escapes, you will go onto Barilar Farm, Sumatra, and the Weapon Factory. Yun will join much later in the game, after Yizhang.

**Objectives:** All enemies destroyed or surrender.

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## Strategy:

### To Destroy the Cadenza

This will be a tough battle! The Cadenza will begin its escape on its first turn. To destroy it, don't move towards the enemy with your first few turns. Instead, head to the other side of the dune and concentrate the majority of attacks on the Cadenza as it approaches.

While centralizing your attack on the cadenza

you leave yourself vulnerable to the other enemy Wanzer. You should have your missile launching Wanzer attack it with every turn. This also increases the chances of stunning it thus giving you more time to tear it down. There are two stages of the Cadenza's destruction. It will shed its front shell and continue to try to escape with the back part still intact, destroy both parts.

## Platinum Rankings:

Enemies Eliminated	4 to 5
Total Number of Battles	29 to 30
Average Damage	60 to 65
Average Weapon Level	4
Number of Turns	9 or less

**Note:** Follow the appropriate Strategies from here until Stage 15, either "Cadenza Destroyed" or "Cadenza Escaped" Stages.



## CADENZA DESTROYED

### STAGE TWELVE: SUMATRA

Before this battle begins, upgrade Dennis' with a captured Wanzer -if you have one- and then do the Network Lvl 1 Upgrades to it.

**Talk to the OCU Scientist to get the web address for Leonora Enterprise, LEONET/ CORPORATION/AUSTRALIA.**

**Objectives:** All enemies destroyed or surrender.

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## Strategy:

It is next to impossible to keep the allies (red wanzers) alive in this Stage, but they definitely deserve a chance. They will probably eliminate a few enemy Wanzers on their own for you. The allies don't have much HP and they don't make the smartest moves, at least not the ones you would choose for them to do in order to be of assistance.

Place Wanzers with a machinegun in line with the two trees next to the starting point. Target the furthest tree to mow them both down, this will give you a path to where all the action is.

Focus on the Genies foremost. Their missiles can slaughter your allies in just a several turns. After the threat of missile attack is over continue to assist the allies in their battle with the remaining enemy Wanzers. Try to capture some Genies and try fitting one of these Wanzers and see how well they work for you.

## Platinum Rankings:

Enemies Eliminated	5 to 7
Total Number of Battles	30 to 38
Average Damage	60
Average Weapon Level	4
Number of Turns	6 or less
NPC Remaining	1 or more



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## CADENZA ESCAPED STAGE TWELVE: BARILAR FARM

### Pre-stage Events:

Bartender + Snotty Girl + Move + Leave +  
Move + Leave + Palopo Beach + Leave the  
city

At the Palopo Shop you will meet a shop-keeper who will give you tutorial on newly available upgrades other than the HP type. Make sure to upgrade every aspect of your Wanzers (buy new weapons as well) while visiting the Shop. You may have to sell off some of those Wanzers that you have collected to be able to afford all of this.

Check your email and you'll see that Kazuki,



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Emma, Ryogo and Dennis have all received messages. A reporter named Kiryu contacts Kazuki and gives the password for JENN website, "YAMS." Send him a reply, he could be a good source for information. Emma's email is from Lawspite. Check the Lawspite web site, AUSEPEND/OTHER/AUSTRALIA and download some illegal information and tools. Ryogo gets a message from Jinguji and a password for the Ministry of Peace web site, 992. And a password for the OCU Intelligence CIU website, C415U6. Dennis gets an email from Sybil. IAF002 is the password she gives him for the FAI Personnel website. Send an email back to her.

**Objectives:** All enemies destroyed or surrender.

## Strategy:



With the upgrades that you made, you can now set your AP to increase your defense against certain attacks. So, set your new defensive upgrades to protect against impact attacks (I) in this particular battle.

This is a funny little level. The comments from the family are pretty funny. The Methane Wanzers are easy to destroy you should be able to take out two with every turn. They don't cause much damage to your troops either. By the time you're through with them, Pham and Pierre will have joined the altercation.

Pierre's shotgun is dangerous, so be careful how close you get to him. Keep your distance from Pham's Wanzers as well, she's the most powerful of your enemies, but isn't too tough to deal with.

## Platinum Rankings:

Enemies Eliminated	8 to 10
Total Number of Battles	25 to 26
Average Damage	44 to 45
Average Weapon Level	4
Number of Turns	4 or less

## CADENZA DESTROYED

## STAGE THIRTEEN: CHOA CHU KANG

## Pre-stage Events:

Moneymaker + Move + Leave + Sentosa + Prison

Before Choa Chu Kang you will meet a man named Hatta, he will give you tutorial on newly available upgrades other than the HP type. Make sure to upgrade every aspect of

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your Wanzers (buy new weapons as well) while visiting the City Shop. You may have to sell off some of those Wanzers that you have collected to be able to afford all of this.

After Sentosa, choose City Streets before heading to the Prison, Go to the bar and check your email and you'll see that Kazuki, Emma, Ryogo and Dennis have all received messages. A reporter named Kiryu contacts Kazuki and gives the password for JENN website, "YAMS." Send him a reply, he could be a good source for information. Emma's email is from Lawspite. Check the Lawspite web site, AUSPEND/OTHER/AUSTRALIA and download some illegal information and tools. Ryogo gets a message from Jinguji and a password for the Ministry of Peace web site, 992. And a password for the OCU Intelligence CIU website, C415U6. Dennis gets an email from Sybil. IAF002 is the password she gives him for the FAI Personnel website. Send an email back to her.

**Objectives:** All enemies destroyed or surrender.

## Strategy:

With the upgrades that you made, you can now set your AP to increase your defence against certain attacks. So, set your new defensive upgrades to protect against piercing attacks (P) in this particular battle.

Stay outside of the gate and let the enemy's Wanzer come to you. Shoot the closest infantry man and then the Wanzer that approaches. Eliminate the infantry, the Wanzer, and the closest tank without entering the base and then move in to take on the other tanks in the back.

Walk up close to the tanks and get as close as possible. Tanks are equipped with cannons, which can't attack at close range. So if you surround an enemy tank it won't be able to counterattack.

## Platinum Rankings:

Enemies Eliminated	7
Total Number of Battles	35
Average Damage	40
Average Weapon Level	4
Number of Turns	6 or less



*If you return to Jurong before going to the Prison and talk to Hatta, he'll give you a password for the OCU Arm Intelligence site, "G3F8A."*



*Don't about the effects of the searchlights, A Wanzer in the light is an easy target, but you're not going to rush into the base until the major threat is over. Plus, the searchlights don't effect the battle that much anyhow.*





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## CADENZA ESCAPED

### STAGE THIRTEEN: SUMATRA

After the stage you'll find that Ryogo has received another message from Jinguji. Actually the message is wrong. Drop the 'S' and use the word "Marine" as the password instead.

**Objectives:** All enemies destroyed or surrender.

#### Strategy:



With the trees and ponds in this level, movement is tricky. Your first concern should be taking out the nearby Genie, it has missile firing capabilities and can be a major threat. Remain in the area where you begin and let the enemy come to you. You will find a Jinyo with a Machinegun, a Kasel M2 Melee Wanzer, a Jinyo MK110 with Machinegun and another Kasel M2 Melee Wazer approaching from the back of the map. Let them squeeze through the bottleneck area to get to you and take them out one at a time.

Finally, You'll have to deal with a second missile-toting Genie in the back area, so run up and attack him closely and quickly. This guy is

protected against (F) Fire, But still your missiles will work well against him.

#### Platinum Rankings:

Enemies Eliminated	6
Total Number of Battles	31 to 35
Average Damage	44 to 50
Average Weapon Level	4 to 5
Number of Turns	8 or less



## CADENZA ESCAPED

### STAGE FOURTEEN: WEAPON FACTORY

**Objectives:** Serov dies.

#### Strategy:

*Focus everyone's first turn on Serov to drive him insane!*

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To get a good score in this level, you will need to destroy all of the Wanzers, while just destroying Serov will end the Stage. If you focus everyone's attack on the first turn on Serov, he will go mad and attack his own comrades in his next turn. Continue to abuse his comrades, the Jinyo Mk110, and then focus your attack back onto Serov -whose health has regenerated. It's not very difficult to take all the Wanzers out in this Stage, so go ahead and go for that better score and prize money.

## Platinum Rankings:

Enemies Eliminated	5
Total Number of Battles	30 to 35
Average Damage	70
Average Weapon Level	4
Number of Turns	7 or less

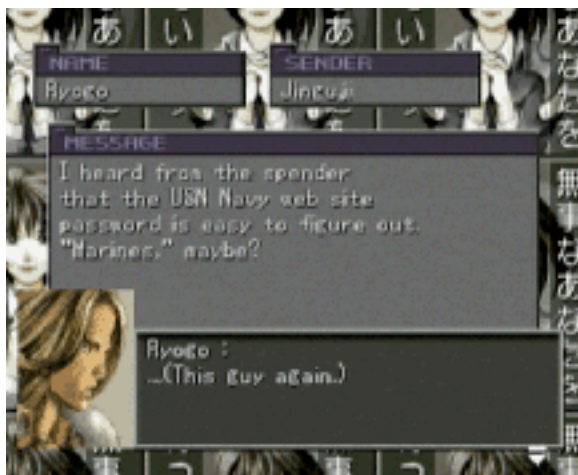
## TURNING POINT TWO

### STAGE FIFTEEN: TAAL NAVAL BASE

At Taal Naval Base you have to choose between two routes to enter the base, Alpine Detour or the Front Gate. If you take the Alpine Detour route (recommended -"B" route), you will enlist Jose -a new Party member. Jose will fight with you in the last Taal Base battle, Front Gate. But, if you take the Front Gate route, he will fight against you! The Alpine Detour route is easier and has one less stage to battle in, plus you gain a new party member. If you choose "Front Gate" you'll follow the "A" stages from here until Ba Kui Dam, Stage 20 -Recommended route.



If you choose the "Alpine Detour" you'll follow the "B" stages from here until Ba Kui Dam - Stage 20.



***"A" stages: Before leaving the Carrier, Ryogo gets another email from Jinguji. The password for the USN Navy web site, "Marines" is wrong. Drop the "s" and use "Marine" as the correct password. Also, upgrade Yun's Wanzer or place her in a better one.***

# front mission 3

## “B” ALPINE DETOUR CHOICE

### STAGE FIFTEEN “B”: TAAL BASE -ALPINE DETOUR

**Objectives:** All enemies destroyed or surrender.

#### Strategy:

Remain in the area you begin in and concentrate your attack on the two Jinyo Mk110's who are both equipped with machineguns. Start with the missile attack and then bring your other troops into the battle. Be careful to stay out of range of the two 40mm Gun's in this area. When this battle gets hot, a Kasel M2 with a Cleave Axe comes over to play. Once you have control over this situation, move the troops in to take out the guns (If you stand right next to the guns they won't be able to counterattack) and have the missile launcher work on the 2 Hannigers (helicopters).

#### Platinum Rankings:

Enemies Eliminated	8
Total Number of Battles	35
Average Damage	40
Average Weapon Level	4
Number of Turns	10 or less



## “A” FRONT GATE CHOICE

### STAGE FIFTEEN ‘A’: TAAL BASE – FRONT GATE

**Objectives:** All enemies destroyed or surrender.

#### Strategy:

Begin this stage by destroying the tanks in your area and then the infantrymen. Get as close to the tanks as

possible, since they can't counter attack when you are next to them.

Use the chance to bomb the enemy to target the Monster while you are finishing off the tanks and men. This will weaken it substantially before you get to it for your own personal attack.

#### Platinum Rankings:

Enemies Eliminated	8
Total Number of Battles	30
Average Damage	49 to 55
Average Weapon Level	4
Number of Turns	6 or less

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# front mission 3

## “B” ALPINE DETOUR CHOICE

### STAGE SIXTEEN ‘B’: TAAL BASE – ALPINE DETOUR

**Objectives:** All enemies destroyed or surrender.

#### Strategy:

Remain around the area where the battle begins and use the first turn to eliminate the closest Brenos. Continue to remain in this area as the enemy advances. Take out the Kasel M2 and the second Brenos. Jose will also rush into battle right away, so be ready for his machinegun attack.

At the end of the first turn the Kodomari will appear. It's equipped with a nasty beam weapon. This Beam weapon has an extraordinary range and causes a fair amount of damage. It also requires a lot of AP, so it can only be used once every other turn. Stay out of its path and behind the structures in this stage. Hit it with missiles and then rush it after it uses its beam weapon.

Defeat the Kodomari and you'll be given the web address for Jade Metal Lyman, JML/ CORPORATION/AUSTRALIA. You'll find the Restrex software and a new simulation at this site.

#### Platinum Rankings:

Enemies Eliminated	7
Total Number of Battles	35
Average Damage	50 to 58
Average Weapon Level	5
Number of Turns	9 or less



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## “A” FRONT GATE CHOICE

### STAGE SIXTEEN ‘A’: TAAL BASE – FRONT GATE

**Objectives:** All enemies destroyed or surrender.

#### Strategy:

Start your turn by shooting the tanks that are near both groups of Wanzers to the left and right of you. With your remaining two players' first turn, shoot the most damaged Wanzers

# front mission 3

and try to pick the enemy apart in the first couple of turns.

After destroying the four Wanzers nearest to you, start on the two in back by destroying the fuel tank near them. Have your forces regroup and quickly finish off these Wanzers.

## Platinum Rankings:

Enemies Eliminated	6
Total Number of Battles	30
Average Damage	50 to 55
Average Weapon Level	4
Number of Turns	7 or less

## “B” ALPINE DETOUR CHOICE

### STAGE SEVENTEEN ‘B’: TAAL LAKE – ALPINE DETOUR

**Objectives:** All enemy pilots except those at cannons destroyed or made to surrender.

**Losing Conditions:** Death of Lukav or Alisa or the player pilots destroyed.

## Strategy:

With your first turn, have your missile launching Wanzers shoot the 40mm Gun on the cliff closest to you. And then have a long-range sniper shoot at the Kasel M2 near the beach. Don't move anyone's position so that the scientist can't take off ahead of you. You may need to move the long-range attacker out, but keep the line solid in front of the scientists until the immediate threat is over.

After the cliff gunner is gone, have the missile-launching Wanzers attack the Genie down the beach that has missile-launching capabilities itself.

Both Kasel M2s will target you allies and have a high hit percentage. Shoot the closest Kasel M2 and keep it away from the scientists. You only have to destroy the enemies on the beach to win the stage, so you don't have to worry about the other two cliff guns.

## Platinum Rankings:

Enemies Eliminated	4 to 7
Total Number of Battles	28 to 35
Average Damage	30 to 38
Average Weapon Level	5 to 8
Number of Turns	7 or less
NPCs Remaining	3 to 4



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## “A” FRONT GATE CHOICE

### STAGE SEVENTEEN ‘A’: TAAL BASE – ALPINE DETOUR

**Objectives:** All enemies destroyed or surrender.

#### Strategy:

*Stay covered behind the pillars and structures. The Kodomari will be able to hit you with the beam weapon if you don't.*

Stay to the left side of the area you begin in and hide behind the center platform. Have your Wanzer, who is equipped with missiles, destroy both hanging Brunos. This position also keeps the Kodomari from attacking you right away. Inevitably this prototype will crawl up the ramp in the rear of the chamber and begin firing on any of your Wanzers that aren't hidden behind a structure.

Immediately rush the Kodomari with every Wanzer and try to destroy it within a couple of Turns after it takes a shot. If you're quick you'll be able to impair or wreck the Kodomari before it can recharge AP for another attack.

#### Platinum Rankings:

Enemies Eliminated	6
Total Number of Battles	45 to 50
Average Damage	65 to 80
Average Weapon Level	4
Number of Turns	9 or less

## “A” FRONT GATE CHOICE



### STAGE EIGHTEEN ‘A’: TAAL LAKE – FRONT GATE

#### Pre-stage Events:

Lukav + Alisa

**Objectives:** All enemies except those at cannons destroyed or surrender.

**Losing Conditions:** Player pilots destroyed or the death of Lukav or Alisa.

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# front mission 3

## Strategy:

*Keep the scientists safe and destroy all the enemy on the beach.*

With your first turn, have your missile launching Wanzer shoot the 40mm Gun on the cliff closest to you. And then have a long-range sniper shoot at the Kasel M2 near the beach. Don't move anyone's position so that the scientist can't take off ahead of you. You may need to move the long-range attacker out, but keep the line solid in front of the scientists until the immediate threat is over.

After the cliff gunner is gone, have the missile-launching Wanzer attack the Genie down the beach that has missile-launching capabilities itself.

Both Kasel M2s will target you allies and have a high hit percentage. Shoot the closest Kasel M2 and keep it away from the scientists. You only have to destroy the enemies on the beach to win the stage, so you don't have to worry about the other two cliff guns.

## Platinum Rankings:

Enemies Eliminated	4 to 6
Total Number of Battles	27 to 35
Average Damage	30 to 35
Average Weapon Level	6 to 8
Number of Turns	7 or less
NPCs Remaining	3 or 4



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## “B” ALPINE DETOUR CHOICE



### STAGE NINETEEN ‘B’: TAAL BASE –ALPINE DETOUR

**Objectives:** All enemies destroyed or surrender.

#### Strategy:

*Stay in the corner that you begin in, don't stray to far in either direction.*

Stay in the corner that you begin in, don't stray to far in either direction. The helicopters will have you in range if you move forward and the

Monster will have you in range if you move towards the building.

# front mission 3

Jose will fight along side you and might rush to attack the Monsters alone. If he does, help him, heal him, love him! If you can keep him alive, you will require less turns to beat this stage.

Use the Missile Launching Wanzer to take on the two helicopters and to help out where else is needed -which is usually the attack on the Monsters.

## Platinum Rankings:

Enemies Eliminated	7
Total Number of Battles	31 to 43
Average Damage	100
Average Weapon Level	5
Number of Turns	9 or less

## “A” FRONT GATE CHOICE

### STAGE NINETEEN “A”: TAAL BASE – FRONT GATE

**Objectives:** All enemy pilots destroyed or made to surrender.

#### Strategy:

*In this version, Jose fight against you.*

*Papel web address is received when Jose is destroyed, **PAPEL/CORPORATIONS/SINGAPORE**.*



Stay in the corner that you begin in and don't stray to far in any direction. There's a Helicopter in one direction and a Monster in the other just waiting for you to come into range.

Wait for the enemy to come to you and creep forward with your Missile-Launching Wanzer towards the helicopter and take it out with two turns.

Save the Monsters for last! Watch out for Jose, it's best to attack him from a distance with missiles.

your team and try to hit it from behind the crates, or from close range. Once it's defeated run over to the other and use the walls for cover and launch a simultaneous attack on the Monster.

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## Platinum Rankings:

Enemies Eliminated	7
Total Number of Battles	40 to 43
Average Damage	80 to 100
Average Weapon Level	5
Number of Turns	9 or less

## STORY TURNING POINT STAGE

### STAGE TWENTY: BA KUI DAM

Before you start the Ba Kui Dam and if you have Jose in your party, you may want to change parts and upgrade him before you begin.

At the Dam, you will be faced with a choice of either destroying the Dam -washing away the enemy Wanzers that stand downstream, or leaving it alone and continue undetected. If you choose to destroy the dam make sure that the enemy Wanzers are directly in line, downstream, with the gate that will be shot at. If the water misses the target, you've blown your cover for nothing.

The choice you make will determine what two Stages will follow Ba Kui Dam. But it gets a little more confusing than that at the end of this Stage. So after this Stage, read about the choice of going to Xinzhu or Yingko for the second factor that comes into play that affects what version of the next two stages that will be played.



## Pre-stage Events:

Captain + Operator + Move + Hallway + Move + Crew Room + Emma + Emma + Move + Hallway + Move + Briefing Room + Move + Hallway + Move + Flight Deck



**Speak with the Operator on the Carrier to receive the Taal Base simulation.**

**Before leaving the Carrier Kazuki will get an email from Rudolf. The message contains the address for the Wulong's web site, CENTIPEDE/CORPORATION/EC.**

**Objectives:** All enemies destroyed or surrender.



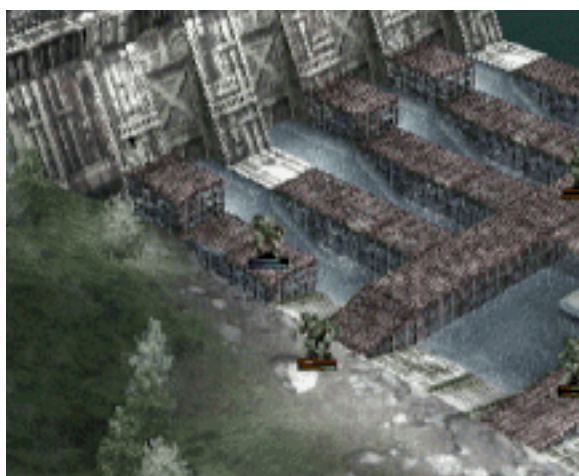
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## Strategy:

Destroying the floodgates to eliminate a few of the enemy Wanzers will alert the enemy to your presence. If you choose not to destroy the dam, you have a difficult battle in front of you.

Set your defenses to protect against Impact weapons. Most of the enemies will either use shotguns or Melee attacks.

If you are going to spare the dam, take two of your Wanzers up the cliff and destroy the gate. Use your missile launcher to begin attacking the enemy Wanzers in front of the dam. Keep a Wanzer with the missile launcher to protect it when the battle turns into closer combat.



**Keep two Wanzers (one Missile Launching) on the bottom to deal with the enemy there.**

On the top of the damn, do away with the two Yongsai 3s and the missile-launching Laiying Type1 before it can cause too much damage. You will most likely take the weapon arms off of the two Yongsai 3s. If this is the case, have one of these Wanzers assist the missile launcher and your other Wanzer below, while the one on top of the damn finishes the job up there.

If you want to go the way of destroying the damn, you can destroy the closest floodgate and wash away the enemy Wanzers. But make sure that the enemy Wanzers are directly in the path of the flowing water. You may want to do a battle save in the beginning in case things don't go your way.

## Platinum Rankings:

Enemies Eliminated	6
Total Number of Battles	40
Average Damage	105
Average Weapon Level	5
Number of Turns	10 or less

## Xinzhu or Yingko?

Where you go next depends on whether or not you destroyed the dam. If you did destroy it you'll go to one of the "A" stages. If you didn't destroy it and the dam still stands, you go to the "B" stages.

The second deciding factor is whether you choose to go to Xinzhu or Yingko. The Xinzhu

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stages are labeled as “-1” and the Yingko stages are labeled as “-2.”

So if you destroyed the dam and you choose Xinzhu you will look up the tips labeled:  
**STAGE TWENTY-ONE “A-1”: XINZHU.**

If you destroyed the Dam you will follow one scenario through either Xinzhu or Yingko until you reach the DHZ Factory, 2 Stages away. If you did not destroy the Dam then you will follow another Scenario through the next 2 Stages, starting with Xinzhu or Yingko, which also affect the scenarios of following stage -Taipei Suburb, Rural Village, or Taiwan Farm. So you see how there are 8 entirely different Stages included -but, you only need to play 2 to get to the Factory.

Xinzhu or Yuingo, it's your choice. The one you make will determine what the following Stage will be. In each scenario, you will face different enemies. If you take one route you'd think you'd miss out on 4 Stages, right? Not true. You'll miss out on 6 Stages! So keep a save before the Ba Kui Dam if you want to play them all and then determine for yourself the best condition and experience of your party after all is said and done.

## STAGE TWENTY-ONE “A-1”: XINZHU

**Objectives:** All enemies destroyed or surrender.

### Strategy:

*Choose Xinzhu with the dam destroyed and you will enter this version of the Xinzhu stage.*



*Take out the helicopters first!*

*Let the Tiandong 3's attack your stronger Wanzers while the weaker ones stay hidden while plugging away at the enemy.*

Your first objective is to get rid of the two Chixuan 6 helicopters. If you only have one missile launching Wanzer, have a sharp shooter or machinegun equipped Wanzer assist in this job.

Keep away from the Tiandong 3s. The terrain

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# front mission 3

gives them a mobility advantage since boosters don't work well with all the trees in the area. Use your stronger Wanzers to absorb the damage while the others stay hidden.

On turn 4 two more Tiandong 3s will arrive and provide backup the enemy. By this time you should have finished off the initial enemy Wanzers. If you can determine which Wnazer they have it in for, you can use the Wanzer as bait and run it around sending the enemy after it. Then you can use your remaining Wanzers to chase after them and shoot at them from a safe distance.

## Platinum Rankings:

Enemies Eliminated	3
Total Number of Battles	35
Average Damage	55
Average Weapon Level	6
Number of Turns	7 or less



## STAGE TWENTY-ONE "A-2": YINGKO

**Objectives:** All enemies destroyed or surrender.

### Strategy:

*Han learns that he has been sent on a wild goose chase!*

Stick together and use your first turn to retreat into the safety of the woods. Use the clearings in the forest to make the enemy approach you in a bottleneck fashion, so you can take on one Wanzer at a time.

Let the enemy come to you and have your missile launcher as far away as possible on the beach picking away at the Yongsai 3s as they approach. The Yongsai 3s are Melee type Wanzers so keep a one-space distance when battling them.

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## Platinum Rankings:

Enemies Eliminated	6
Total Number of Battles	35
Average Damage	65
Average Weapon Level	5
Number of Turns	9 or less

## STAGE TWENTY-ONE “B-1”: XINZHU

**Objectives:** All enemies destroyed or surrender.

### Strategy:

*If you spared the dam and chose Xinzhu first, then this is the version of the Xinzhu tips you want to follow.*

*Set defenses to protect against Impact weapons. The Tiandong 3s' Melee attacks are pretty nasty.*

*Try to take out the APCs on your first turn to kill the infantrymen inside before they are allowed to exit.*

In the beginning of this level you will have an unusual amount of extra time to plan. Use your first turn to concentrate your attack on the MK59 APCs. They have grenade-launching capabilities and this can really mess you up especially if you like to stay in a tight group.

Both of the APCs have an infantryman on board -which they unload on their first turn. Destroy the APC on your first turn and you'll have one less enemy to fight since the infantryman will be destroyed inside the APC.

Keep a good distance between you and the Tiandong 3s, try putting trees in-between you and them. If you can capture one of these Wanzers it would be a great catch. There is the possibility to learn Eject Punch from these guys in this stage. If you do learn it, great! This is a wonderful skill to have, especially early on in the game like this.

## Platinum Rankings:

Enemies Eliminated	3
Total Number of Battles	35
Average Damage	55
Average Weapon Level	6
Number of Turns	7 or less

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# front mission 3

## STAGE TWENTY-ONE "B-2": YINGKO

**Objectives:** All enemies destroyed or surrender.

### Strategy:

*Remain in the wooded corner of this stage for the entire battle.*

*Shoot the enemy one at a time as they climb the cliff to get to you.*

Remain on the cliff in the corner of the woods that you begin in. Use the first turn to missile the closest Wanzer on the beach to you. Keep the remaining players in a tight formation in the corner.

Attack the enemy Wanzers as they climb up the cliff to get you. Always begin your attack on them with the missile launcher and then follow up with the shotguns and machineguns.

The majority of the Wanzers will come up the same path following the troops that have already trotted up the path and been destroyed. The remaining Taindong 3 and Hans will arrive lastly and usually up a different path further away in the forest. Again, attack first with missiles and then with the other weapons. Two of the Taindong 3's are only Melee types, so keep a good distance away when fighting them.

### Platinum Rankings:

Enemies Eliminated	6	
Total Number of Battles	40 to 45	
Average Damage	80 to 90	
Average Weapon Level	6 or 7	
Number of Turns	10 or less	



## STAGE TWENTY-TWO "A-1": TAIPEI SUBURB

**Objectives:** All enemies destroyed or surrender.

### Strategy:

*Han just won't give up!*

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*Both the Shangfeng 5 and the Chixuan 6, should not pose much of a challenge and is good to get out of the way in the beginning.*

*Once the enemy in the area is gone, charge downhill to get the Laiying Type1 and the last Shangfeng 5.*

First, take out the closest Shangfeng 5 and the Chixuan 6, both of these should not pose much of a challenge and is good to get out of the way in the beginning. Remaining in the area that you begin in, attack the Tiandong 3s as they come towards you. The Laiying Type1s and the other Shangfeng 5 won't make a move until approached.

Only when all of the enemies in your area are destroyed, should you charge down the hill to destroy the remaining Laiying Type1 and the last Shangfeng 5.

## Platinum Rankings:

Enemies Eliminated	7
Total Number of Battles	30
Average Damage	45
Average Weapon Level	6
Number of Turns	6 or less

## STAGE TWENTY-TWO "A-2": TAIWAN FARM

**Objectives:** All enemies destroyed or surrender.

### Strategy:

*Use the support fire to target groups of enemy Wanzers.*

*After the three support fire attacks are used, attack the worse off enemies from this attack.*

Remaining in a type group as you have learned in the past, target the MK54 MBTs first. The 130mm Gun that they are equipped with can issue a lot of damage, but luckily for you their armor is not the best. Their low HP is a weakness that you can take advantage of. Attack them at close range and they won't be able to counterattack. Completely surround them they won't be able to attack at all!!



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# front mission 3

At the end of Turns 2 through 4 you will be given the added bonus of support fire. Target groups of enemy Wanzers if possible. Make sure not to get caught up in this air raid.

Once the Mk54 MBTs are gone, focus your attack on the enemies that have taken damage from the support fire. If you can, try to disable each Wanzer's weapon and then move on to the next and then come back and finish them off or try to capture them.

## Platinum Rankings:

Enemies Eliminated	6
Total Number of Battles	45
Average Damage	85
Average Weapon Level	6
Number of Turns	8 or less

## STAGE TWENTY-TWO "B-1": TAIPEI SUBURB

**Objectives:** All enemies destroyed or surrender.

### Strategy:



*Eliminate the Wanzers that come at you and then worry about the reinforcements that enter down the path. They won't attack until approached.*

*You will face some ruthless Tiandong 3s in this Stage!*

*Two more Tiandong 3s and Laiying Type1 will arrive at the end of turn three.*

Set your defensive upgrades for Impact, in this stage you will face some ruthless Tiandong 3s. Their beefy Melee attacks will leave your Wanzers thunderstruck, but the defensive

upgrades can. Of course, come into battle with the backpacks full of repair items as always.

Begin by attacking the two Chixuan 6s. Take them out quickly, so you only have the remaining Tiandong 3s to deal with. Stay in the woods and keep from being surrounded. What you don't want is the enemy targeting a single Wanzer at a time. That is a strategy that you have used a lot and you know what that means.

Two more Tiandong 3s and Laiying Type1 will arrive at the end of turn three. Your primary target should be the Laiying Type1. Its lower HP makes it an easy target, so take it out

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quickly and then concentrate on the Tiandongs. Heal or hide your worse off Wanzers and go in for the final attack with your most healthy.

## Platinum Rankings:

Enemies Eliminated	4
Total Number of Battles	45
Average Damage	80
Average Weapon Level	7
Number of Turns	8 or less

## STAGE TWENTY-TWO “B-2”: RURAL VILLAGE

**Objectives:** All enemies destroyed or surrender.

### Strategy:

*Start by missing the shotgun equipped Yongsai 3.*

*Try to target groups with the support fire, but if you can't put the target right in the center of the drop zone.*

*Han has the escape ability and it may take a full turn until you can actually hit him.*

Set your defensive upgrades to protect against Impact weapons. Start your turn by sending a missile over to the shotgun equipped Yongsai 3, and then pull your troops back to the edge of the map a few spaces from where you began.

Form a line and attack the closest Mk54 MBT while you wait for the enemy to move in and attack on their first turn. The Yongsai 3 will move in to attack. On your next turn, have everyone attack this Wanzers, and then finish off the Mk54 MBT that you started on already.

After a few enemy units are destroyed, the rest of them from the rear of the map will come in for the kill. Take out the most threatening of these first: Han and the Melee Tiandong 3 would be my choice. Han can be tricky, he has the Escape ability and it may take a full two turns to get around this.

## Platinum Rankings:

Enemies Eliminated	6
Total Number of Battles	45 to 49
Average Damage	73 to 85
Average Weapon Level	5 or 6
Number of Turns	8 or less



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## STAGE TWENTY-THREE: DHZ FACTORY

### Pre-stage Events:

Taipei Bar + Man in brown suit + Move + Leave  
+ Empty House + Ready



After speaking with Ambassador Clay return to the Taipei Bar and speak with the Nice Guy to get the web address for Da Han Daily, DHD/ CORPORATION/DAHANZHONG.

When you reach the Taipei Bar check Ryogo's email. Jinguji sends him another password for another web site. It's the password for the Department of Public Safety, "D8Z."

Finally another upgrade is available, go to the shop in town and upgrade and buy as much as

you can. If you need more money, take the time to fight in the simulator. The local shop has new weapons, computers, and upgrades.

**Objectives:** All enemies destroyed or surrender.

### Strategy:

In the beginning of this level you will be placed around the corner from two tanks. Because of their distance and trees in the way, it will take a few turns to eliminate them. Once they are out of the way, attack the other two tanks on your side of the gate -the gate that separates the enemy Wanzers from your party.

Take a machine-gunner on top of the building to shoot the infantryman there and try to get higher than him to have a better-hit percentage. You can use the same machinegun Wanzers to walk to the edge of the roof and shoot the other infantryman on the other side of the gate. If you get a Zoom going you can easily take him in one turn.

Leave the gate up as long as possible and use your long range weapons to pick apart the Wanzers on the other side. Once they have been sufficiently injured, shoot the gate and go in for the kill.

### Platinum Rankings:

Enemies Eliminated	9
Total Number of Battles	50 to 55
Average Damage	18
Average Weapon Level	6
Number of Turns	11 or less

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## STAGE TWENTY-FOUR: DHZ FACTORY

**Objectives:** All enemies destroyed or surrender.

### Strategy:

*Forget about the napalm tanks, they play a very small (next to nothing) roll in this stage.*

*Try to stay apart from each other when Han approaches with the Taita 4. He will rain grenades down on your grouped party.*

This is a tough one. This is the first Stage that I personally lost against. Before entering this stage make sure you're fully upgraded, stocked full of items, and everyone has the best weapon possible. Having Buckler shields for most everyone will help immensely. Block with the shields when given the chance.

Set defenses to protect against Impact weapons. Don't even bother with the napalm tanks, there's never a good opportunity to use them to your advantage. So keep away from them so they don't damage your Wanzers. One explodes at the beginning of each turn.

Stay in the room you started in and let the enemy Wanzers come to you. Attack with missiles and follow up with the other weapons. Stay away from the Melee Wanzers and use the platforms in here to your advantage. After the first four are destroyed you may have a time to breath and replenish lost health.

Han is back again and he's got a grenade launching Taita 4. If you let the enemy come to you, Han won't play much of a roll in this battle until its very end. Once Han does get within firing rang it's imperative that you surround his vehicle and destroy it immediately. If he enters your area and you don't have him surrounded, split up because he will rain grenades on your groups' heads.

### Platinum Rankings:

Enemies Eliminated	7
Total Number of Battles	40
Average Damage	115
Average Weapon Level	6
Number of Turns	9 or less



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## STAGE TWENTY-FIVE: USN EMBASSY

### Pre-stage Events:

Yun + USN Embassy

**Objectives:** All enemies destroyed or surrender.

### Strategy:

Take out the helicopter behind you in the corner near the building. It may take all of your teams might to do so, but it will be good to get back into this corner. On the next turn the enemy will only reposition itself and maybe one attack may occur from the Tiandong 3 in the form of a Melee attack. Use the shield to block it.

Target the Mk59 APC and the other two helicopters next. The helicopters will begin an attack on your Mk20 AFV, which can abruptly destroy it. To keep your ally living, eliminate the helicopters before they can destroy the USN Commander's vehicle.

The enemy Mk59 APC has a grenade launcher that can cause significant harm. Send two Wanzers to destroy it immediately. Three infantrymen surround the Mk59 APC, they should be attacked with either grenade launching capabilities or machinegunners.

### Platinum Rankings:

Enemies Eliminated	9
Total Number of Battles	32 to 35
Average Damage	65 to 69
Average Weapon Level	6 or 7
Number of Turns	7 or less
NPC Remaining	0 or 1



# front mission 3

## STAGE TWENTY-SIX: TAIPEI

**Objectives:** All enemies destroyed or surrender.

### Strategy:



*Keep the missile launcher tucked away in the original corner out of harms way.*

Set everyone's defenses to protect against Fire attacks. Lots of tanks and Haolong 4s! The spidery Haolongs look a lot tougher than they really are. Begin by having your missile launcher remain in the corner that it starts in and just start nailing away at the Haolong on the next street over with every turn. It may take out the feet first but it gives you time to attack the tanks and get over there

with the rest of your party to attack it -or what's left of it.

Stay on the original street for as long as possible and let the tanks come to you. Attack them close up when they arrive and use your shields whenever possible.

From that point on, focus on the Haolong 4s, get up close and be aware that besides missiles they also have machinegun capabilities. They have 695 HP in the body alone, 556 in the legs. Keep at it with your missile launcher and finish the job up close with your other Wanzers.



*Try to remain on the first street for as long as possible.*



### Platinum Rankings:

Enemies Eliminated	7
Total Number of Battles	40 to 50
Average Damage	63 to 70
Average Weapon Level	6 or 7
Number of Turns	9 or less

*Attack the Haolongs up close when their HP is low.*



# front mission 3

## STAGE TWENTY-SEVEN: FUTAI TUNNEL

**Objectives:** All enemies destroyed or surrender.

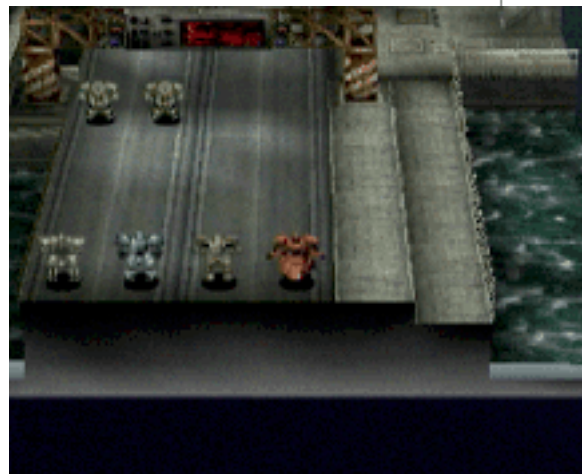
### Strategy:

Set your defenses to protect against Impact weapons. Keep back on the edge of the stage you begin on and stay out of range of the two shotgun-wielding enemies. Attack the Tiandong 3s first since they're the closest and toughest enemies. It may take a few turns just to eliminate these two guys they are heavy!

The two Yongsai 3s will join the battle after a couple of turns. You should be rid of the Tiandongs by then though. When those are gone, remain in the same area as the last of the enemies arrive and engage them at close range.

### Platinum Rankings:

Enemies Eliminated	6
Total Number of Battles	35 to 43
Average Damage	62 to 65
Average Weapon Level	7
Number of Turns	8 or less



## STAGE TWENTY-EIGHT: FUTAI TUNNEL



**Objectives:** All enemies destroyed or surrender.

### Strategy:

*Have one Wanzer move to the train to destroy it while the others worry about the enemy troop.*

Set one person's Wanzer to protect against Piercing or Fire attacks and have this highly mobile Wanzer move to the train and take it on by itself. Have the chosen unit rush the Armored Car and attack it at close range. The Armored

Car won't be able to counterattack and will sit passively for several turns.

The rest of your units should head to the left side of the divided highway and kill the enemy Yongsai 3s. Armored train will actually be less of a threat as the rest of the enemy combined. This is why you should only send one Wanzer to attack it. Keep the others in close

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# front mission 3

to each other and cover and supply health to one another as needed. There are two Mk54 MBT's to worry about at one end and 3 Yongsai 3's in the middle that will put up quite a fight.

## Platinum Rankings:

Enemies Eliminated	6
Total Number of Battles	30
Average Damage	65 to 80
Average Weapon Level	7
Number of Turns	8 or less

## STAGE TWENTY-NINE: FUTAI TUNNEL

**Objectives:** All enemies destroyed or surrender.

### Strategy:

Set your defensive to protect against Impact weapons. This battle can be a tough one! The 4 Qibing 0s have good Melee abilities, they all have shotguns, plus they all have 741 HPs in the body alone. They have premium Wanzers and firearms and the odds are tipped in their favor. Each of the enemies has the Double Assault Battle Skill as well. The only thing I have to say is "Buckler Shields and Repairs" this is the only way that you will get through this one in one piece.

Use the first few turns that it takes for them to approach you to missile one of them up top. Quickly surround the enemy that arrives earlier than the rest and destroy it. Be careful about attacking from close range to avoid their punch. When the other enemies arrive, try to use the terrain to your advantage by attacking from higher ground. Try and capture one of these Qibing 0s because they can't be purchased anywhere.

## Platinum Rankings:

Enemies Eliminated	4
Total Number of Battles	25
Average Damage	103
Average Weapon Level	8
Number of Turns	9 or less



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# front mission 3

## STAGE THIRTY: OIL FIELD

### Pre-stage Events:

Chang + Ask the four questions + Move + Go to the commander's room

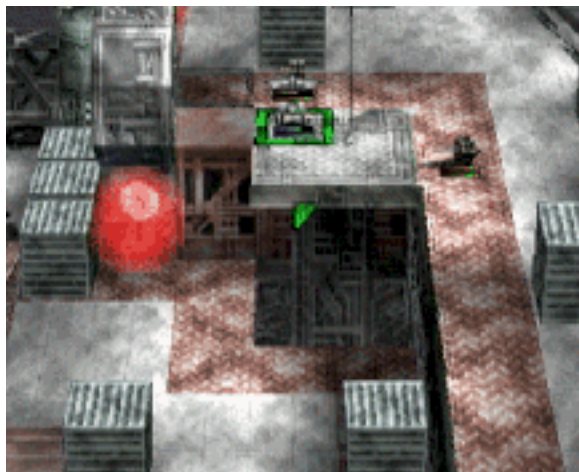
*Once at the Hua Lian Rebel Guangzhou Headquarters check Kazuki's mailbox. The email is from Kiryu the JBNN reporter. Send a reply to this person.*

*When you choose to speak with Huang, he gives you a new simulator program for Taipei.*

**Objectives:** All enemies destroyed or surrender.

### Strategy:

**Take the elevator up to destroy the guns. And have your missile launcher assist from the ground at a safe distance.**



All enemy Wanzers have shotguns, so Impact protection is the best defensive protection to opt for.

You can either fight separately with your split teams, or you can try to rejoin each other. Pushing forward will be difficult, but the odds are better that your allies will endure and it decreases the number of turns you'll have to use to win.

The two Dual Cannons are easily destroyed although, you may want to set one Wanzer's

defensive upgrades to Piercing and have it go up the elevator and against both guns. Don't try and pick them off from ground level.

Your Allies can help a lot since they have long range Rifles and may be able to attack before you. Keep them alive for a better score.

### Platinum Rankings:

Enemies Eliminated	7
Total Number of Battles	30 to 33
Average Damage	95 to 100
Average Weapon Level	8
Number of Turns	8 or less
NPC Remaining	1 or 2





# front mission 3

## STORY TURNING POINT STAGE

### STAGE THIRTY-ONE: YIZHANG

From an in-battle perspective, this is the least noticeable scenario change in the game. If you destroyed the Cadenza in the stage, 'Wilson Cliffs' then you would have recruited Yun (MoneyMaker) shortly thereafter. And if she is already in your party then you would play through Wuzhou Base, Longshen, and Guilin without any extra concern for Yun. But, if you let the Cadenza escape, back in Wilson Cliffs, then Wuzhou Base will become a trial battle for Yun to prove her worth to your team. These same three stages will be slightly different in this scenario, but not enough to warrant a separate strategy. So just be aware that there are 3 different stages that could be accessed after this stage given the right perimeters.

#### Pre-stage Events:

Emma + Dennis + Move + Go Out + Guangzhou Shop + Shopkeeper + Move + Leave + Downtown Guangzhou + Unlucky Girl + Two Drunks + Woman + Move + Leave + Hua Lian Rebels Headquarters + Woman + Huang + Chang + Ling



*There's an email for Marcus when you get back to the rebel's headquarters. Send a reply.*

*The shopkeeper at Guangzhou Shop gives you the address for Tiewudi Industries' web site, TWHI/CORPORATION/DAHANZHONG. You'll also find new HP Upgrades and some new computers here!*

*Talk to the Unlucky Girl at Dim Sum before encountering the Two Drunks. She'll give you the web address for the DHZ Government, DHZG/GOVERNMENT/DAHANZHONG.*

**Objectives:** All enemies destroyed or surrender.

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# front mission 3



## Strategy:

There's a rather large army down the tracks that consists of 2 Mk54 MBT's with cannons, 2 grenade launching Mk59 APC's, and 4 Infantrymen from the Changli Army armed with sniper rifles. And later the reinforcements that arrive on turn three are the Shangdi 1 with a rifle and a Wude 3 with a missile launcher. Quit a battle ahead. Take all of your Wanzers, except for the missile or grenade launcher to the mass of troops. Concentrate your attack on the grenade launching APC's first! Then worry about the

tanks and lastly, the Infantrymen. Unless you have a grenade launcher who can work on them, just attack the men with your counter attacks on their time.

By now (at the beginning of the third turn 3) the reinforcements would have arrived and will be working their way around the mountain to you. Finish off the tanks and then turn your attention to the Shangdi 1 and the Wude 3. Ignore the infantry until later. Try to capture either enemy Wanzers if you can. When the Wude 3 is destroyed you'll receive the web address for the DHZ Military Intelligence, DHZMI/GOVERNMENT/DAHANZHONG.

## Platinum Rankings:

Enemies Eliminated	8 to 10
Total Number of Battles	50 to 60
Average Damage	65
Average Weapon Level	8
Number of Turns	12 or less



## STAGE THIRTY-TWO: WUZHOU BASE

### Pre-stage Events:

Luo + Downtown Guangzhou + Computer Novice + Computer Novice + Move + Leave + Hua Lian Rebels Headquarters

*Ryogo's mailbox has a new message from Kiryu. Send a reply to him.*

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# front mission 3™

***At Guangzhou, talk to the Computer Novice twice to learn the web address for Twin Tiger Software, TTSOFT/CORPORATION/DAHANZHONG.***

**Objectives:** All enemies destroyed or surrender.

## Strategy:



Set your defensive upgrades to protect against Piercing attacks to protect against the enemy's rifles and spikes. Start by having everyone attack the Melee Wanzer just across the bridge. It may take two turns, but it gets one out of the way until the next Melee Wude 3 comes across the second bridge.

Next, take out the newly arrived Wude 3 from a safe distance and then the Shangdi 1 that is attempting to cross the bridge. If you are still in the same corner and all the above has been destroyed then another Shangdi 1 with a rifle will make its way across the second bridge. Heal your party members that have been weakened and begin the assault again in the same

fashion. Missiles first and then follow up with long range weapons and then close combat.

This leaves two remaining Shangdi 1s on the other side of the bridges. Rush them and combat them closely until they have been eliminated.

## Platinum Rankings:

Enemies Eliminated	6
Total Number of Battles	30
Average Damage	42 to 60
Average Weapon Level	8
Number of Turns	9 or less

## STAGE THIRTY-THREE: LONGSHENG

## Pre-stage Events:

Chang + Move + Go Out + Guangzhou Shop + Move + Go Out + Move + Go Out

*Talk to Chang and he'll give you the password, "SMAP" for the website of the Hua Lian Rebels.*

*In Guilin, check Kazuki's email from Ling. She'll give you the password, "INKAREN" for the Hua Lian Rebels web site.*





# front mission 3



*Send an email to Luo, you'll have to manually input her address, LUO@0899.*

**Objectives:** All enemies destroyed or surrender.

### Strategy:

Set your defenses to Impact and start by attacking Rosavia Gray in the Shunwang who will start her attack on Xiang Mei Li with her first turn. Use repair on the Getty if he needs it -keep him alive.

There are quite a few enemies to worry about here. You got 2 Lenghe 1s with Melee and 696

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HP on the body, and 2 Mingtian 1s with Missile launchers, plus 2 Shunwang 1s.

If you can a couple of hits on Rosavia in the next turn, Xiang Mei Li will probably take her out in his next turn. The next one to concentrate on would be the Mingtian 1s with Missile launchers, after that the remaining Shunwang 1, lastly the Melee types. Do your best to capture these Wanzers. None of them can be purchased from a shop.

### Platinum Rankings:

Enemies Eliminated	6
Total Number of Battles	30 to 35
Average Damage	60 to 64
Average Weapon Level	8
Number of Turns	6 or less
NPC Remaining	1



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## STAGE THIRTY-FOUR: GUILIN

### Pre-stage Events:

Li + Li + Li

**Objectives:** Serov must die and defeat all enemy Wanzers.



# front mission 3



## Strategy:

*Before the stage check Ryogo's email from Luo, its harsh!*

Set your defensive upgrades to Impact weapons. Serov's various attacks are potent, but the shotgun-toting Yongsai 3s cause more damage to your party than he.

## Serov is equipped with the following:

Weapon	Type	Location
17.5mm MG	M.Gun	Body
Miner AT1	Missile	L.Arm
130mm Gun	Cannon	L.Arm
Miner At1	Missile	R.Arm
GGR 52	Grenade	R.Arm

## Battle Skills:

Skill+3, E-Acc2

If you start by attacking Serov, his HP will be depleted he'll go insane and begin attacking both you and his allies. At this time his Genie Arm body HP will revive to 600 HP. Leave him alone now, he'll attack his allies more than he will you.

The Yongsai 3s will take some time to kill, their shotguns make it hard to get close to without taking serious damage yourself. Use long-range weapons at first and then move in for a closer attack once they have been softened up. Once they are all dead, take the remaining party and concentrate all firepower on Serov.

## Platinum Rankings:

Enemies Eliminated	5
Total Number of Battles	35
Average Damage	85
Average Weapon Level	9
Number of Turns	6 or less

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# front mission 3

## STAGE THIRTY-FIVE: XIAMEN

### Pre-stage Events:

Dennis + Zhuwen + Move + Go Out + Hua Lian Rebels Headquarters + Go Out + Hua Lian Rebels Headquarters + Yongding Bar + Look for Wei + Yongding Bar + Regular + Move + Leave + Tulou + Move + Go Out + Downtown Guangzhou + Hua Lian Rebels Headquarters



*Check Dennis' email and send Sybil a reply to her email. When you return to Guangzhou, Marcus gets an email from Susan, included; a desktop graphic. Send her a reply as well.*

*After Tulou and back in Guangzhou you'll find lots of new email. Kazuki gets a note from Yue.*

*Dennis gets another email from Sybil, but only if you've been following up on her emails and showed interest in the Norman Bates case.*

*Yun gets an email from Wen with the Twin Tiger Software password, CLOT. Go to the Desktop Command/Data List/Text Data. Use the password and then reply to Wen. Recheck your email after you're done with the password search and you should find a couple of replies.*

*Check email again and Kasuki gets a Heroic photo from Yue. Again, this can be used on the desktop.*

In Guangzhou go to the downtown area. Talk to the Fat Guy. The man is really Koji Yamada who's wanted for poisoning a reservoir. Email the JPOLICE@0710 and collect 400 dollars in reward money.

Revisit the Guangzhou Shop and you'll find that they now have Level 5 HP Upgrades.

**Objectives:** All enemies destroyed or surrender.





# front mission 3

## Strategy:

Set all of your Wanzer's defense to protect against Piercing attacks, except for one. Whichever Wanzer you choose first to play in the stage will become the enemy's primary target. Select your toughest Wanzer for this roll and set that Wanzer's defenses to protect against Fire attacks.

Rush the enemy group of one Mingtian 1, a Mk73 MBT, and one Shunwang 1. Attack the Mingtian 1 first and then have your primary Wanzer attack the group of two Mingtian 1s. Hopefully their missiles won't cause much damage to your 'primary target'. Use your Buckler shields with every counter. If you don't rush, all three groups of enemies will have you in targeting range and you will take a serious beating.

Finish off the first group and then confront the last group. The Shunwang 1s in this group are perhaps the most deadly adversaries in this battle. They have really good Battle Skills: (Jared Gogdanof) Avoid40, Revenge II, (Rosavia Gray) Topple Shot, and Pilot DMG II. Deadly, ain't it?!

## Platinum Rankings:

Enemies Eliminated	8
Total Number of Battles	50 to 60
Average Damage	60 to 80
Average Weapon Level	9
Number of Turns	12 or less

## STAGE THIRTY-SIX: YUPING

### Pre-stage Events:

Guangzhou Shop (to check mail and upgrade) + Hua Lian Rebels Headquarters



**Emma gets an email from Luo before the stage. The message contains a password for the Hua Lian Rebels web site, "PA-TRON."**

**Objectives:** All enemies destroyed or surrender.

### Strategy:

Set defense for Impact and fight the missile capable Whisk before the Grezex. Keep one space inbetween you and the Whisk to avoid its Melee attack. The Grezex has a good Laohu

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# front mission 3

3 rifle so be careful how close you get to him. On the fourth Turn several new Wanzers will enter the battle on the other side of the bridge.

Stay on the side of the bridge you started on and take up defensive positions behind the columns. Take the enemy out as they come to you between the columns one at a time. If they all come out in the next turn, repair and use shields with every counterattack, these guys have a lot of HP.

## Platinum Rankings:

Enemies Eliminated	3 to 5
Total Number of Battles	35 to 50
Average Damage	80 to 90
Average Weapon Level	10
Number of Turns	10 or less

## STAGE THIRTY-SEVEN: FOSHAN

### Pre-stage Events:

Move + Go Out + Zhenyuan Bar + Xenophobe + Move/Leave + Lixian's House + Lixian + Bartender + Kwang + Lixian's House (check email) + Lixian + Lixian + Kwang + Kwang + Lou + Jinxiangchi



*Check your email at Lixian's House, you'll get three messages.*

*Dennis gets a download DNA Analysis in the Norman Bates case.*

*Yun receives a message from Hatta with a job offer.*

*Marcus gets one from Susan. If you send a note to JPOLICE@0710, the message can lead to the arrest of Shoichi Furusawa.*

**Objectives:** All enemies destroyed or surrender.

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# front mission 3

## Strategy:



Jose is Wanzer-less! Shoot the wall between you and Jose and bring Jose to you and send a Machinegunning Wanzer in the yard and attack from inside out. Have the other two attack the grenade-launching Whisk -a long-range missile launching Wanzer and a close attacking shotgun Wanzer would be good.

Your machinegunner in the yard will draw the fire from the infantrymen on the enemies' turn. Continue to get Jose out of sight. When fighting the men, always counter with the machinegun and not the shield!

When Rebecca is destroyed you'll receive the web address for Sender, SENDER/CORPORATION/EC. Also when Rudolf is defeated you'll get the web address for Schneckers SCHNECKER/CORPORATION/EC.

Attack the Lanze that comes in as reinforcement with another Wisk and a Vinedrai. Then attack the other remaining Wanzers and agents.

## Platinum Rankings:

Enemies Eliminated	9
Total Number of Battles	62 to 65
Average Damage	70 to 75
Average Weapon Level	10
Number of Turns	15 or less

## STAGE THIRTY-EIGHT: HUANGGOUSHU

### Pre-stage Events:

Move + Go Out + Downtown Guangzhou + Hua Lian Rebels Headquarters + Yiyang Bar + Bartender + Denny + Yiyang Bar (check mail) + Zhun's House

*Jose has email from Ran Fong when you reach the Yiyang Bar. Reply.*

*Ran Fong replies if you return to the bar just before Zhun's House. No need to reply.*

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# front mission 3

**Objectives:** All enemies destroyed or surrender.

## Strategy:

Forget about saving the Methane WZR. You can't save it. Boosters still work ok on this rough terrain, but walking distance is cut down to only a space or two each turn. Not good with so many grenade-launching enemies!

Remain on your side of the river. Eliminate the Mk59 APC near the waterfall. Have two boost over there and destroy it on the first turn. The other Mk59 APC will not grenade you with so many men around.

Have two units go behind the waterfall and cross to the other side to battle Emelio's Whisk. The two Haita 4s will hold off on their attacks. Use the other two Wanzers approach the other side from the bridge. This might make the Haita 4s split up their attacks giving you a better chance at coming out of this alive.

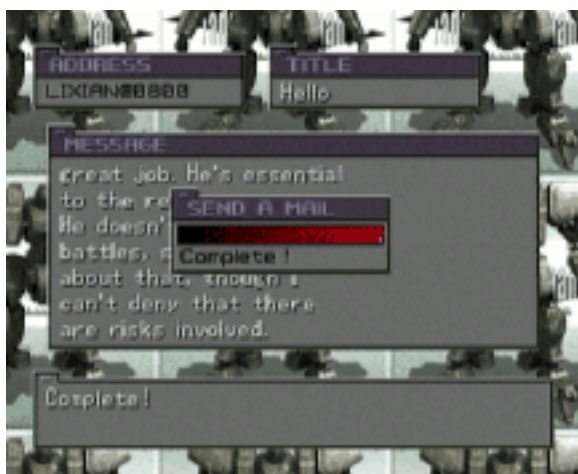
After the battle you're given the web address for the DHZ Military site, DHZM/GOVERNMENT/DAHANZHONG.

## Platinum Rankings:

Enemies Eliminated	8
Total Number of Battles	44
Average Damage	95 to 120
Average Weapon Level	8 to 10
Number of Turns	10 or less



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## STAGE THIRTY-NINE: TIANLEI

### Pre-stage Events:

Move + Go Out + Hua Lian Rebels Headquarters + Ready + Move + Hengshan

*There's new mail for both Emma and Linny. Emma's message contains a password, "SURSLN."*

*Linny's message contains the web address for the Luis family web site, LUISCC/CORPORATION/PHILIPPINES.*

# front mission 3

*Check the Guangzhou Shop. There are new weapons and backpacks.*

**In the Hengshan building Kazuki has mail from Ling and Emma has mail from Lixian. Return a message to Lixian.**



**Objectives:** All enemies destroyed or surrender.

## Strategy:

In Hengshan you have to choose “ready or not.” If you don’t have all of your Wanzers at Level 5 with the Upgrades, the latest weapons, or the most powerfull weapons that they can carry, then you are not ready -I can say that without getting sued, right Sony? It is your game and all... Anyway, go into the battle simulator and

make sure that you get enough money to do all this. Give everyone Buckler Shields as well. In the simulator, use the characters that you don’t usually use to make the money you need. This will get them up to par with your other characters.

In this stage, set your defensive upgrades to protect against Piercing attacks. Stay in the area that you begin in and let all the enemies come to you. Most of them are Melee type Wude 3s, so if you can get two of them in the surrender state in front of you, that would be great, that way the others won’t be able to touch you being that the hill will only accommodate a two space width.

Try to pick off the front cannon and leave the missile launcher in back, you shouldn’t have to get in its range for the entire battle. So with your first turn, use the missile launcher to take out the closest gun, keep everyone in a tight group and end the turn. When the enemy comes, start wailing on them.

Pick apart the enemy from a distance with the missile launcher first and then from a space away with the other weapons. Use the Buckler when countering if the enemy still have there Melee weapon arm, if not, counter with the weapon. When all have been destroyed the stage is won. If you can take out the cannons before the Wanzers you will get extra points.

## Platinum Rankings:

Enemies Eliminated	6 to 10
Total Number of Battles	50 to 70
Average Damage	46 to 75
Average Weapon Level	9 or 10
Number of Turns	11 or less

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# front mission 3

## STAGE FORTY: TIANLEI

**Objectives:** All enemies destroyed or surrender.

### Strategy:

This is a pretty straightforward stage. There's no terrain to deal with... it's almost like being in a fighting ring. Attack one Wanzer at a time and you should have no surprises. Set your defense for Impact. The four Shangdi 1s have a Rifle and a Hardblow, they also have either E-Acc2 Down or Leg Smash Battle Skills. You can fight without legs!!



### Platinum Rankings:

Enemies Eliminated	4
Total Number of Battles	30
Average Damage	100
Average Weapon Level	9
Number of Turns	5 or less

## STAGE FORTY-ONE: TIANLEI

**Objectives:** All enemies destroyed or surrender.

### Strategy:

This stage is very similar to the last only this time one Shangdi 1 has been replaced by a Tieqi 4 who has a Flame-thrower. Target the Tieqi 4 first and if you can destroy its Huosai 2. The Shangdi 1s are very similar to the last ones in all aspects. Concentrate on one enemy at a time until they are destroyed or missing their weapon arm.

### Platinum Rankings:

Enemies Eliminated	4
Total Number of Battles	30
Average Damage	78 to 100
Average Weapon Level	8 or 9
Number of Turns	6 or less



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# front mission 3

## STAGE FORTY-TWO: TIANLEI

**Objectives:** All enemies destroyed or surrender in 11 turns.

**Losing Conditions:** 12 turns pass or your pilots destroyed.

### Strategy:

*set your defensive upgrades to protect against Piercing attacks*

In this stage you are up against four Wude 3s with Mk18 Spike Melee weapons, so set your defensive upgrades to protect against Piercing attacks. Stay one space away when attacking (one space between you and them). Take on each enemy Wanzers with all four of your Wanzers at once. Shoot with missiles first and then follow up with the shotguns and rifles. Concentrate on one enemy at a time until they are destroyed or missing their weapon arm. If their arm is gone, destroy them in their turn with counterattacks. They may take a while to kill with their 1053 Body HP but you have to do it in 12 Turns or you loose.



### Platinum Rankings:

Enemies Eliminated	4
Total Number of Battles	25 to 35
Average Damage	86 to 100
Average Weapon Level	9
Number of Turns	7 or less



## STAGE FORTY-THREE: WUHAN BRIDGE

### Pre-stage Events:

Kwang + Emma

Check your email, Kazuki gets a message from Koike. There's also a message for Linny from Barilar.



# front mission 3



**Objectives:** All enemies destroyed or surrender.

## Strategy:

Set defensive upgrades to protect against Piercing attacks, which will protect you from the MBT2 Kuarve tanks. Or you could choose Impact to help with the Tiandong 3s and the Nilong 1.

Take out the Missile Launching Laiying Type1 closest to you first, it seems to cause ejection when it lands one on you. Head to the left side of the bridge and attack the closest tanks but still

make destroying the Laiying Type1 a top priority. Having two Missile Launching Wanzers could help overcome all the distance in this stage. Remain in the general beginning area until all the tanks are destroyed.

Your next task is to send one or two fast Wanzers around the truck to destroy the other two Laiying Type 1s while the others finish the tanks. The two Tiandong 3s further up are of the Melee type. They have Mk10 Fists and Harblows. They are protecting the Nilong 1. The two Tiandong 3s and the Nilong 1 don't usually enter combat until nearly everyone else is disabled or destroyed, if you stay back. Shoot the Nilong 1 with ranged weapons. Its not that strong HP wise it should buy the farm in one turn leaving you with the two Tiandong 3s, which might be difficult for you at this point of dilapidation.

## Platinum Rankings:

Enemies Eliminated	10
Total Number of Battles	59 or 60
Average Damage	64 to 80
Average Weapon Level	12
Number of Turns	11 or less



## STAGE FORTY-FOUR: WUHAN BASE

**Objectives:** All enemies destroyed or surrender.

**Losing Conditions:** Hua Lian destroyed by turn 4 or your pilots destroyed.

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# front mission 3

## Strategy:

Set your defensive to protect against Fire, there are a lot of missile firing in this stage. Bring at least two or three Wanzers with either missile launchers with refills. Also be sure to bring items to repair the Hua Lian engineers' Wanzers if need be.

First, eliminate the three Mk42 Quad turrets on the wall. Shotguns and machineguns work pretty well on them, your missiles may not do the job you think they would. If an enemy missile damage your engineers you should make repairs immediately, so that they can finish the bridge. Afterward, they disappear, so don't go overboard on repairs.

After taking out the turrets and crossing the bridge, take a team down into the front lines and keep your missile launching Wanzers in the middle of the wall to pick away at the Taita 4 and any other problematic enemies, such as the missile launching enemy Wanzers.



## Platinum Rankings:

Enemies Eliminated	9
Total Number of Battles	52 to 60
Average Damage	56 to 110
Average Weapon Level	12
Number of Turns	12 or less

## STAGE FORTY-FIVE: LAKE POYANG

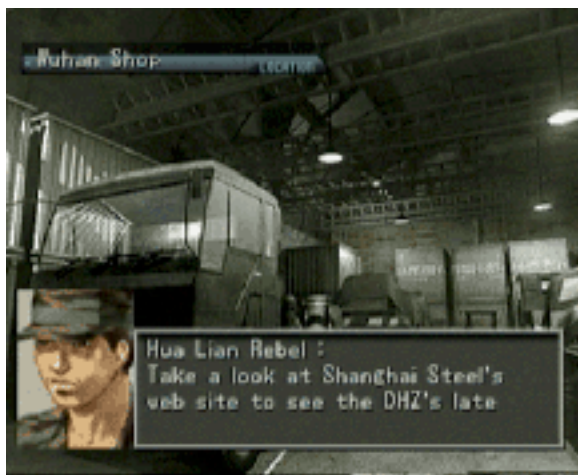
### Pre-stage Events:

Huang + Move + Go Out + Wuhan Bar + Emma + Liang Hua + Move + Leave + Wuhan Supply

*After Emma leaves talk to Zhuwen at Wuhan Supply to get a battle simulation, 'the Oil Field.'*

*Talk to the Hua Lian Rebel at the Wuhan Shop and he'll give you the web address for Shanghai Steel.*

*Make sure to purchase the new upgrades that are available now.*





# front mission 3

**Objectives:** All enemies destroyed or surrender.

## Strategy:

Non-Wanzer combat is kind of funky! Hit percentage is low and everyone takes the same damage. Keep everyone together and attack the enemies one at a time. When someone's HP is low, move that person back and have him/her either serve finishing shots or wait out the conflict all together.

## Platinum Rankings:

Enemies Eliminated	5
Total Number of Battles	21 to 25
Average Damage	2 or 3
Average Weapon Level	0 to 13
Number of Turns	6 or less



## STAGE FORTY-SIX: HUANGSHAN

### Pre-stage Events:

Emma + Kwang

**Objectives:** All enemies destroyed or surrender.

### Strategy:

Pick between Fire and when setting your defensive upgrades. the best choice, due to the many helicopters and Wanzers equipped with

missiles is Fire. Heavy Shields and extra missiles would be a bonus to have in this level.

Without moving, use your missile launcher to attack the Chixuan 6 helicopter that is in range. Have the rest of the party work their way up the bridge and along the cliffside toward the second bridge. You'll work your way attacking in that direction until the entire enemy is destroyed.

Draw the helicopters to come within range of shotguns and rifles by luring them near the ledge to attack them. When the helicopters are destroyed, start on the enemy Wanzers. Destroy or disable the Laiying Type1s first and the tackle the Yongsai 3s. Keep everyone together as much as possible. Lastly, worry about the two infantrymen that have been following you around the whole time.

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# front mission 3



## Platinum Rankings:

Enemies Eliminated	9
Total Number of Battles	40
Average Damage	67 to 100
Average Weapon Level	9
Number of Turns	13 or less

## STAGE FORTY-SEVEN:

### NANJING BRIDGE

**Objectives:** All enemies destroyed or surrender.

### Strategy:

Your defenses should be set to protect against Piercing weapons. Immediately, have everyone go under the bridge and take out the grenade launching Whisk. Once it's destroyed, the rest of the battle is fairly simple. Focus your attacks on the Lanze and then the Vinedrai. Ignore the pesky Mk20 AFVs until all of the Wulong have been destroyed. Try destroying the Mk20 AFVs with your counterattacks to save on turns.



## Platinum Rankings:

Enemies Eliminated	7
Total Number of Battles	35 to 45
Average Damage	68 to 120
Average Weapon Level	12 or 13
Number of Turns	10 or less

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# front mission 3

## STAGE FORTY-EIGHT: HUANGSHAN

**Objectives:** All enemies destroyed or surrender.

### Strategy:

Set your defensive upgrades to protect against Fire attacks. Again, Heavy Shields are a must against the missile attacks that will fall on you.

Have half of your troop attack the Mk59 APC, you won't get to it before it expels two infantrymen so don't hurt yourself trying. Have the other group go the other direction to attack the Laiying Type1 and the Mk20 AFV. Have both groups meet in the rear section of the map to finish off the remaining enemy troops.



### Platinum Rankings:

Enemies Eliminated	9
Total Number of Battles	35 to 40
Average Damage	65 to 90
Average Weapon Level	9
Number of Turns	9 or less

## STAGE FORTY-NINE: NANJING CITY

**Objectives:** All enemies destroyed or surrender.



**Losing Conditions:** Your pilots destroyed or Hua Lian helicopters get destroyed.

### Strategy:

Set your defenses for Piercing or Impact weapons. Leave your forces split in two and have each group attack the closest Haolong 4. You need to protect the 2 Shangfeng 5s from the enemy as well. Only one transport has to survive and at the end of Turn 4 they'll leave the area.

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# front mission 3

While fighting the Haolong 4s, counter the Mk54 MBTs with weaponry, they have the tendency to miss their target a lot, this will work to your advantage. After the Haolongs have been eliminated, begin attacking enemies based on the amount of damage they've sustained. However your next target should be the Yongsai 3s.

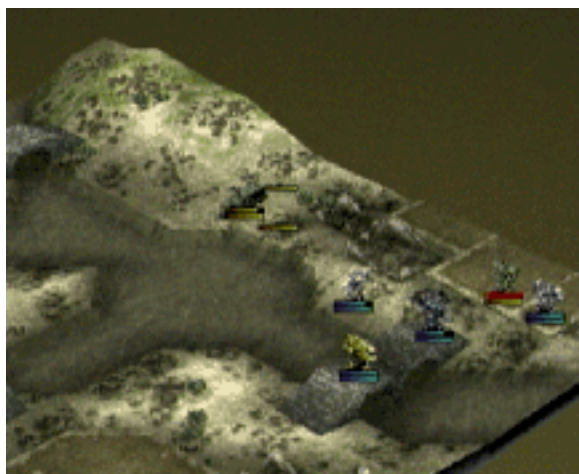
## Platinum Rankings:

Enemies Eliminated	8
Total Number of Battles	30 to 45
Average Damage	65 to 80
Average Weapon Level	12 or 13
Number of Turns	6 or less

## STAGE FIFTY: HUANGSHAN

### Pre-stage Events:

Huang



**Objectives:** All enemies destroyed or surrender.

### Strategy:

Set your defensive upgrades to protect against Fire attacks. Move everyone together to the right across the bridge and take out the tank and the missile launching Laiying Type. Keep everyone spread apart though, until you can destroy the Mk59 APC with its pesky grenade launcher next. The second Laiying Type across

the river will use his shield with every attack you put on him. This will take some time to wear down. Once it's destroyed the rest of the stage is in the bag.

## Platinum Rankings:

Enemies Eliminated	9
Total Number of Battles	30 to 40
Average Damage	65 or 66
Average Weapon Level	12 to 13
Number of Turns	8 or less

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# front mission 3

## STAGE FIFTY-ONE: SHANGHAI AIRPORT

### Pre-stage Events:

Kwang + Move + Go out + Nanjing Bar + Move + Leave +  
Nanjing Government + Ready

*Dennis gets email from Sybil on the Norman Bates case. RGMSL/GOVERNMENT/RAVNUI is the new address you receive. Send her an email back.*

*Talk to the Patriot in the Nanjing Bar to get this web address, NEWS/OTHER/DAHANZHONG.*

**Objectives:** All enemies destroyed or surrender.



### Strategy:

Set your defensive upgrades to protect against Piercing attacks. Enemy missiles can be parried with shields and the Anti-P will absorb the attacks from the Mk20 AFVs.

Send a heavy hitter to deal with the trains at close range while the others go for the Whisk first. Keep all others to the far right away from the Armored Cars and their grenade launchers.

Let Rudolf run away while you destroy the Mk20 AFVs. Then charge him and get up close for the attack. He has good defensive upgrades, so he'll be hard to hit. Use everyone to attack him and disable his Wanzer quickly.

### Platinum Rankings:

Enemies Eliminated	7
Total Number of Battles	40 to 42
Average Damage	61 to 85
Average Weapon Level	14
Number of Turns	6 or less

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# front mission 3

## STAGE FIFTY-TWO: RAVNUI EMBASSY

**Objectives:** All enemies destroyed or surrender.

### Strategy:



Set your defensive upgrades to protect against Piercing attacks. This will cut down the damage caused the Shangdi 1s and the Wude 3s. The Bihu 1s will sit back and fire missiles at your team until you challenge them close up. Be careful that you don't attack them from one space away, they have a heck of a body slam.

You can have someone eject from his or her Wanzer into the Armored Car in one turn if you stand next to it. Once you do, however, the Bihu 1s will start missiling it. To divert their missiles,

have one of you wanzers with a Heavy Shield stand next to it. They may target this for a while. Use the Armored Car to target the Bihu 1s from a distance. Use your other near by Wanzer to take out the enemy Wanzer that comes in from between the buildings. When the Armored car takes too much abuse, eject back into your Wanzer and attack with a fresh suit!

Head down the main street and challenging the Melee Wanzers there. When you go to attack the Bihu 1s, you may want to leave them trapped behind the civilian vehicles that block their paths.



### Platinum Rankings:

Enemies Eliminated	7
Total Number of Battles	45 to 50
Average Damage	82 to 95
Average Weapon Level	12 to 14
Number of Turns	10 or less

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# front mission 3

## STAGE FIFTY-THREE: RAVNUI EMBASSY

### Pre-stage Events:

Emma + Bal

*Check Linny's email, he gets a message from Barilar*

**Objectives:** All enemies destroyed or surrender.

### Strategy:

Emma isn't going to be in this stage, so if you normally select her for your team you'll have to select someone comparable to take her place. Set your defensive upgrades to either Anti-P or Anti-I or a mixture of both. Bring some extra

missiles, because they sure will come in handy on this level.

Soften all enemies with missiles around the corners before going in with the guns. It's all corners until you reach Liu in the last room. At the beginning of Turn 8, Liu arrives in a Shangdi 1. His machinegun allows him to tear off weakened limbs. Worry about the infantrymen in this last room after all Wanzers are destroyed. After the battle you'll receive the web address for the DHZ Ravnui Embassy, REMBASSY/GOVERNMENT/DAHANZHONG.



### Platinum Rankings:

Enemies Eliminated	8 or 9
Total Number of Battles	51 to 65
Average Damage	61 to 65
Average Weapon Level	13 or 14
Number of Turns	15 or less



# front mission 3

## STAGE FIFTY-FOUR: YANCHENG BASE

### Pre-stage Events:

Jose + Yun

*Send email to both Luo and Ran Fong from Guan Lei's House.*

**Objectives:** All enemies destroyed or surrender.

### Strategy:

Set your defenses to Anti-P. Most of the enemies use Piercing attacks, so use those Heavy Shields on the counter attacks.

Let the enemy Wanzers come to you so that the tanks stay out of the battle until they are needed. Send your hardest hitter to go against the two Shunwang 1s while everyone else attacks the Lenghe 1s. Hit them from a good distance to avoid the 400+ HP of damage from the counterattacks. Once all Wanzers are destroyed, go after the tanks at close range.



## Platinum Rankings

Enemies Eliminated	8
Total Number of Battles	55 to 59
Average Damage	59 to 90
Average Weapon Level	14
Number of Turns	11 or less

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## STAGE FIFTY-FIVE: YANCHENG BASE

*Kazuki receives a password for the Ravnui Web site in an email, "OVERRN." A message for Emma concerning Ravnui, with another password is also in the mailbox, "PLANM."*

**Objectives:** All enemies destroyed or surrender.



# front mission 3

**Losing Conditions:** Liu reaches Alisa and Emma or your pilots destroyed.

## Strategy:

Set your defenses for either Anti-P or Anti-I. The two Shunwang 1s equipped with machineguns in the room you begin in will be your first concern. Attack one at a time and pray for an ejection! The Wanzers in the other room will not enter until one of these enemies has been destroyed. Stay around this first area and Lukav won't be a factor. He will remain in his spot for the entire battle.

When the two Melee-ing Lenghe 1s enter the room, use the same tactics as you did for the Shunwang 1s but keep a one space difference between you and the enemy. Try not to pin yourself in a corner when fighting the Lenghe 1s. Stay in the middle of the room and move around.

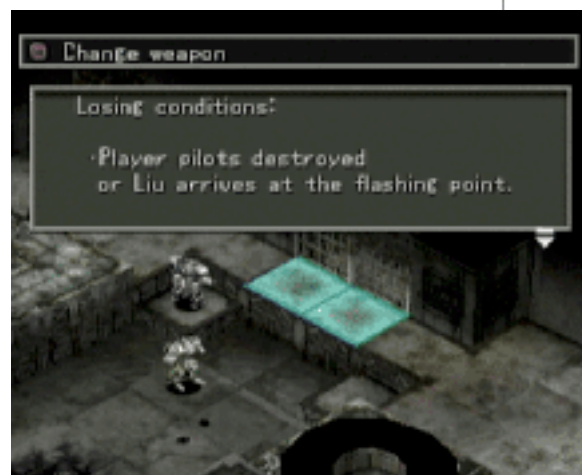
When you enter the next room, Luckav is alone and motionless. You can pick him off from a distance with either missiles or rifles. Take this time to heal up for what is about to transpire. Once Lukav is down, Liu appears and heads for the cell where Emma and Alisa are held captive.

**Losing Conditions:** Liu arrives at the flashing point.

Check the stage objectives (end cond.) once Liu has appeared so you'll be shown where you need to stand. Put a Wanzer in front of the flashing point spaces in front of the cells and he won't be able to reach his destination. Try to destroy Liu's legs before he reaches the walkway so he won't be able to climb. Once he is destroyed the mission will end.

## Platinum Rankings

Enemies Eliminated	6
Total Number of Battles	45
Average Damage	76 to 115
Average Weapon Level	15
Number of Turns	13 or less



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# front mission 3

## STAGE FIFTY-SIX: LIANYUNGANG

### Pre-stage Events:

Move + Leave + Buxi Bar + Bartender + Despairing Man + Resigned Man + Tenacious Woman + Emma

**Objectives:** All enemies destroyed or surrender.

### Strategy:

Set your defensive upgrades to Anti-P or Anti-I. The enemy is split up on the left and right of this map. Head to the right and target the two Melee type Grapple M1s, use the buildings to get a height advantage over these Wanzer. Next down the line, you will find the rifle/Melee Rekson M4Fs, take them out next before the enemy from the other side arrive. Their HP is low and they can be destroyed fairly easily before the others make it to you. With the long-range weapons the Rekson M4Fs are carrying, you should get up close to them when attacking to make every one of your shots count.



### Platinum Rankings

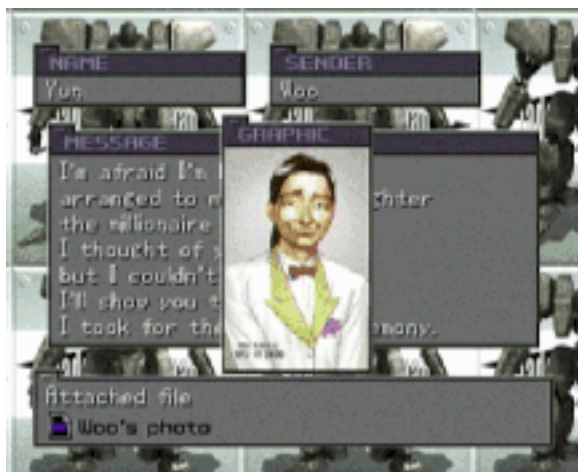
Enemies Eliminated	8
Total Number of Battles	50 to 60
Average Damage	52 to 65
Average Weapon Level	15
Number of Turns	10 or less

## STAGE FIFTY-SEVEN: OFF-SHORE JAPAN

### Pre-stage Events:

Yang + Move + Go to the Hanger + Move + Go to the LST + Go to Japan

*Talk to Yang BEFORE getting on the LST and you can then choose to go to the hanger and check out his stock. There are also new computers, new upgrades, and Wanzer parts.*



*Kazuki and Yun have email. The message for Kazuki tells him that Zhun and Mei Ling are married.*

*Yun's message is from Woo, use the Kaleidoscope program on the picture attached to get his email address.*

# front mission 3

**Objectives:** Defend for 9 turns.



## Strategy:

All you can do is defend yourself in this stage. You can destroy the enemy, but they will keep coming. Select Wanzers for your team that have long range weapons, like missiles and sniper rifles. Have a couple Shield Repairs and Missile reloads in your backpacks. Set everyone's defensive upgrades to protect against Fire attacks.

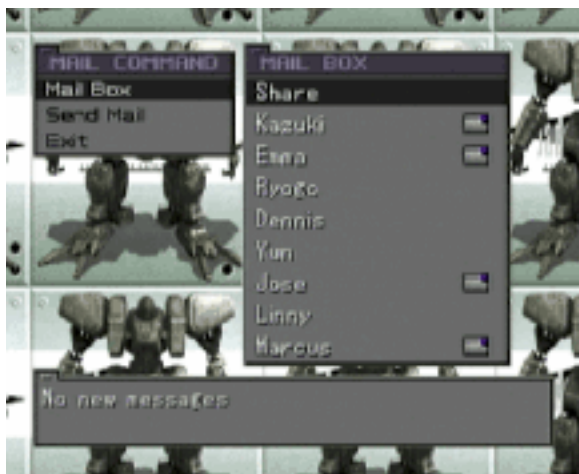
At first this looks like a piece of cake, sink the three MMG3 Ships and boom! Two Oceanhahn helicopters appear. Destroy these and the ships come back. This is the way it will keep happening until Turn 9 is over. So, you can either stick it out by destroying them as they come or sit

back and take a beating from one enemy left undamaged. However, If you try to kill more than seven of them you'll get extra bonus points to help your final score.

Use shields to block the enemy missiles. Your missiles and rifles will take care of the enemy. All you have to do is survive until the ninth turn.

## Platinum Rankings

Enemies Eliminated	7 or more
Total Number of Battles	35 to 40
Average Damage	58 to 75
Average Weapon Level	13 to 16
Number of Turns	10



## STAGE FIFTY-EIGHT: OBSERVATORY

### Pre-stage Events:

Ask about the coup + Ask about Lukav + Ask about MIDAS + Ask about Imaginary Numbers + Isao + Takiguchi + Emma

*Kazuki gets an email from Kiryu with a password for the JDF Web site,*

*"BLACKI." Emma receives mail from Lixian. Jose receives email from Ran Fong. Finally, Marcus gets a message from Chang. Send a reply to Susan and Lixian. Check Marcus's email before you enter the next stage and he gets a reply from his sent email.*

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# front mission 3

**Objectives:** All enemies destroyed or surrender.

## Strategy:

All around the observatory the enemy Shunyo Mk111s will destroy the fence surrounding the building for the Kasel M2s to enter. On your first turn, collect your forces on one side of the upper ledge of the observatory. The Shunyo Mk111s will remain outside taking shots at you with their rifles while the Kasel M2s Melee attack your Wanzers.

The Kasels are a Melee type Wanzer, so keep your distance when fighting. Also, try to keep out of the rifle-armed Shunyos outside of the gate. If there is just one that is a nuisance, try to destroy its arm with long-range weapons and then return to the battle that ensues on the platform with the Kasels.

The Shunyo Mk111s will stay beyond the gate until a good number of the Kasels are destroyed. So if you can take the Kasels' Melee arms off, you will be able to control the attack on the Shunyo Mk111s to your own liking. Nothing will delay the advancing Kasel M2s. You just have to fight them all at once. When the Kasel M2s are gone it's a simple matter of mopping up.

## Platinum Rankings

Enemies Eliminated	8
Total Number of Battles	35 to 70
Average Damage	43 to 75
Average Weapon Level	16
Number of Turns	15 or less



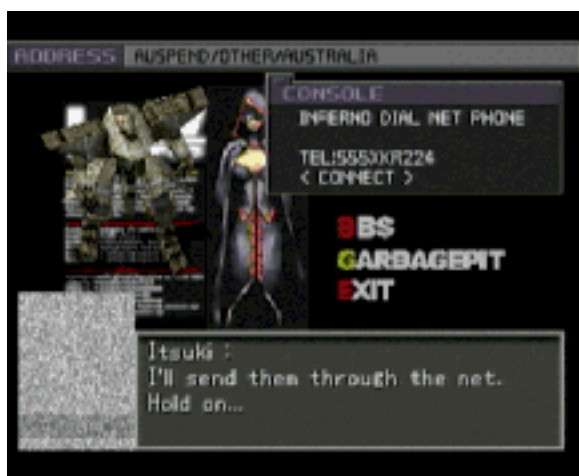
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## STAGE FIFTY-NINE: MT. SHUTENDOJI

### Pre-stage Events:

Move + Leave + Taniyama+ Move + Go out

**Secret Wanzer:** After the Observatory Stage you can get a secret Wanzer that you can't get anywhere else. You have to go to Select Forum/Japan/Other/Armoredkin/BBS. Input the number "3" and enter. The number "555XKR224" appears here now. Now go to Australia/Other/Auspend/Garbagepit and use the phone number in the Inferno Dial. Now you will receive a Hoshun MK112!! Included with this Wanzer is the Laser Weapon you'll go up against in the last battle with Lukav. You have to build the Wanzer manually from the parts that were scattered throughout your stock inventory, but it's worth it!





# front mission 3



*Linny receives another email from Barilar.*

**Objectives:** All enemies destroyed or surrender.

## Strategy:

Keep your missile launcher(s) up on the hill here you have a great advantage over the enemy. Move the rest of the team down to target the missile launching Enyo Mk109s rather than the Jinyo Mk110s first. The battles with the Jinyo

Mk110s won't be quite so easy because of their shields. You have to break through the shields first, but after that you should be able to flatten them in a few turns. As long as you've upgraded to level 7 and you use your heavy shields to counter, this stage should be pretty easy.

## Platinum Rankings

Enemies Eliminated	6
Total Number of Battles	40 or less
Average Damage	88 to 100
Average Weapon Level	16
Number of Turns	8 or less

## STAGE SIXTY: NAGAHAMA

### Pre-stage Events:

Alisa + Move + Go out + Kumamoto JDF Base

*Liang Hua sends an email to Kazuki and Dennis gets another email about the Norman Bates case. Send replies to her and the JPOLICE@0710 about Kazumi Kato.*

*Talk to Takiguchi after Emma to receive the Web address for Kirishima Industries Web page and the password "SHUNYO."*

*Go to the local shop and see how you can use the new shields, weapons, and backpacks. Switch bodies if you need a lighter Wanzer to equip these upgraded items. Don't forget to upgrade the new body up to level 7.*



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# front mission 3



**Objectives:** All enemies destroyed or surrender.

## Strategy:

Begin by heading left and up on the roof tops to destroy the Enyo Mk109s. Try to take out Yuji Kuroi's Shunyo Mk111. If you give him too many opportunities to shoot at you he'll slowly pick off your Wanzers' arms with his Arm Smash Battle Skill, so it's best to eliminate him right away.

When Yuji Kuroi is history, attack the two Kasel M2s. Block their massive Melee attacks and then attack them from a two-space distance. The other two Shunyo Mk111s can be wiped out from counterattacks.

## Platinum Rankings

Enemies Eliminated	7
Total Number of Battles	45 to 60
Average Damage	60 to 70
Average Weapon Level	14 to 16
Number of Turns	10 or less

## STAGE SIXTY-ONE: MT. ASO

### Pre-stage Events:

Move + Go out + Kumamoto Bar + Former Soldier + Move + Leave + Kumamoto Base + Choose A and B teams + Move + Go out

*Former Soldier in the Kumamoto Bar gives you a new web site address and password, "SINTJ."*



**Objectives:** All enemies destroyed or surrender.

## Strategy:

All you have to fight in this stage is a bunch of tanks and armored vehicles, Anti-P is the way to go for this stage. Rush up the slope and attack the tanks at close range, but keep your missile launcher on the beach to target everything in range and stay out of danger.

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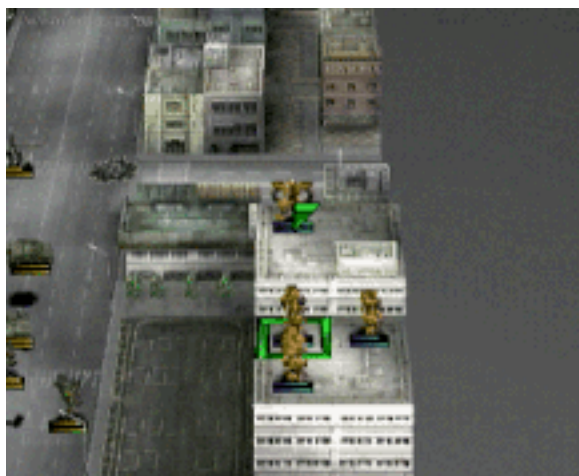


# front mission 3

Two tanks and the truck trying to escape the battle will head across the bridge. They will not leave that area, you will deal with them later, continue to take out all tanks around the beach. Save the truck for last. These tanks are tougher than any you've gone against thus far. The Mk9 AFVs Body HP is 630 and the MBT2 Kuarve's is 1071.

## Platinum Rankings

Enemies Eliminated	8
Total Number of Battles	40
Average Damage	33 to 60
Average Weapon Level	14 to 16
Number of Turns	7 or less



## STAGE SIXTY-TWO: O MUTA

**Objectives:** All enemies destroyed or surrender.

### Strategy:

Set your defenses for either Anti-P. All of the enemy Wanzers are using rifles, but there are also three helicopters to fight. But, with all of the upgrades you gone through, the helicopters' missiles won't be very effective.

Get your group together and head to higher ground by jumping up on the tallest building together. From here you can attack most of the enemy until the end of the stage when you need to clean up the streets.

Use the missile launcher and the sniper or long range weapons to battle the choppers while the others deal Yuji Kuroi and his buddies. After they have been tamed, challenging the Mk9 AFVs.

## Platinum Rankings

Enemies Eliminated	8
Total Number of Battles	45 to 60
Average Damage	82 to 95
Average Weapon Level	15 or 16
Number of Turns	8 or less





# front mission 3

## STAGE SIXTY-THREE: MISUMI HARBOR

### Pre-stage Events:

Taniyama + Isao

**Objectives:** All enemies destroyed or surrender.

### Strategy:



Set your defenses for Anti-I the Qibing 0s and the Tiandong 3s. the Qinghuayu 1s will be launching a missile attack as well but you will deal with them lastly. First, move back behind the warehouse and bring your forces back together out of the range of the missile launching Qinghuayu 1.

You do not want to separate in this stage -big mistake, stick together. Challenge the Qibing 0s first, since they'll most likely be the first ones to greet you. Use two missile launching Wanzers if you have two good ones. Attack first with the

missiles and follow up with attacks with the other weapons up close, but from above on the buildings. When finally kill them off, the Tiandong 3s will probably have already found you. Treat them as you did the Qibing 0s, but keep a one-space distance between you and them to avoid their Melee attacks.

Send your two heavy hitters to attack the Qinghuayu 1s close up while your missile launching Wanzers finish off the Qibing 0s or assist you from a distance with the high HP Qinghuayu 1s.

### Platinum Rankings

Enemies Eliminated	6
Total Number of Battles	40
Average Damage	75 to 110
Average Weapon Level	16
Number of Turns	8 or less

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# front mission 3

## STAGE SIXTY-FOUR: OKINAWA BRIDGE

### Pre-stage Events:

JDF Soldier + Move + Hanger + Koike + Koike + Move + Briefing Room + Ready

*You get email for the reward of the Norman Bates case in the Share folder, and you download 600 bucks! Ryogo email from Luo. Linny has another message from Barilar. You can send a message to Kiryu to thank him for his assistance.*

*Speak with the JDF Soldier before speaking with Isao and he'll point you toward the base's hangar.*

*Go to the hanger, Koike is there. Speak with him a second time and he'll give you the password for Ocean City's Web site, "EHOBA."*



**Objectives:** All enemies destroyed or surrender.

### Strategy:

Set your defenses for either Anti-I or Anti-F. What you need to do is get to the right side of the bridge, so you can scoot past the hovercraft and into close range combat with the two Laiying Type 1s. Use your first turn to shoot through the gate dividing the roads and missile attack anyone in range, like the tanks.

On your next turn, get everyone on the other side of the fence and ready to boost down to

the far end of the bridge. Attack the Yongsai 3s as they try to follow you through the fence.

On your next turn, rush through the fence that you need to destroy on the other end of the bridge and shoot, at close range, the grenade launching Wanzers - Laiying Type 1s.

Ignore the other Yongsai 3s until both Laiying Type 1s are destroyed. Then you can head back and fight them without the support fire of the Laiying Type 1s. And then take out the tanks.

### Platinum Rankings

Enemies Eliminated	6
Total Number of Battles	25 to 30
Average Damage	150 to 155
Average Weapon Level	16
Number of Turns	8 or less





# front mission 3



## STAGE SIXTY-FIVE: OCEAN CITY

**Objectives:** All enemies destroyed or surrender.

### Strategy:

Set your defenses for either Anti-P. It's better to protect against the Kexi 1s' machinegun counterattacks and the guns of the three Yongsai 3s then the Kexi 1s missiles because you can block those with your shields.

Lukav will run off in the first turn, so this battle isn't as bad as it looks. The Kexi 1s have high

HP and missile attacks, and they can keep on attacking without any arms because their missile launchers are built into their Wanzers' bodies. Attack the two in the street one at a time and then move to destroy the other Wanzers. Get on top of the buildings when attacking the last three wanzers. Try to get them in an alley and fire down on them from both sides.

### Platinum Rankings:

Enemies Eliminated	5
Total Number of Battles	35
Average Damage	38 to 140
Average Weapon Level	17
Number of Turns	8 or less



## STAGE SIXTY-SIX: OCEAN CITY

**Objectives:** All enemies destroyed or surrender.

### Strategy:

Set your defensive upgrades for Anti-I. You need to protect your party from the Yongsai 3s' shotguns and the Melee punch of the Tiandong 3s.

Use missile attacks on the Tiandongs, you can get quit a few ejections that way. Shoot the pilots with shotguns when they eject. Get down onto the floor, but stay near the front and let the enemy come to you. When they are near, take to higher ground to get the higher hit percentage.

You should be able to lure three or four enemies forward, and two of the Brenos will come into





# front mission 3

range as they circle the room -a couple missiles will fix them, or one close range shotgun blast. Go up the right side of the room and challenge the two Yongsai 3s when you've dealt with the immediate threat.

This battle is a piece of cake when you have two good missile launchers with good battle skills and all the latest weaponry and upgrades. If you don't have them this far into the game, you need to hit the simulators, because the game is coming to a close.

## Platinum Rankings

Enemies Eliminated	9
Total Number of Battles	40 to 51
Average Damage	41 to 70
Average Weapon Level	19
Number of Turns	11 or less

## STAGE SIXTY-SEVEN: OCEAN CITY



**Objectives:** All enemies destroyed or surrender.

### Strategy:

Choose either Anti-I or Anti-P for defenses. Having Wanzers with high mobility will really help in this stage. Throughout the stage are huge pistons that move with every other turn. A Wanzar that can't jump more than one story can get stuck on a raised or lowered piston and will have to remain there until the pistons move again. This is why you need Wanzers that can

jump high. If you get stuck, it could mean more turns, lower score, or no support for your other teammates, which could lead to your destruction.

It's best to send someone ahead to deal with the Laiying Type1s or use distant missile attacks as the rest of the party handles the other threats. Don't let anyone get too far out in front and get stuck there with no support fire. The last enemy is the Shunwang 1, who has Move: 3, AP: 21, Evade: 32%, Def-C: Anti-F, Body: 986 HP, Arms: 752 HP, Leg: 730 HP, Backpack: Mk8 E-Pack, Weapon: Shunda 4, M.Gun, and a SN-107G Shield. She could be a tough battle, depending on how much abuse you've taken thus far. Pelt her with missiles and have everyone attack her at once.

# front mission 3

## Platinum Rankings

Enemies Eliminated	8
Total Number of Battles	30 to 65
Average Damage	58 to 110
Average Weapon Level	19
Number of Turns	15 or less



## STAGE SIXTY-EIGHT: OCEAN CITY

**Objectives:** All enemies destroyed or surrender.

### Strategy:

Set your defenses for Anti-P. There are two Kexi 1s in this level along with a Qinghuayu 1. The combined body HP from just these three is 5,325!! Have shield repair, body repair, and extra missiles if you brought a launcher.

Move around to the other side of the boat to single out one of the Kaxi 1s. This will give you a couple of uninterrupted turns with it before the Yongsai 3s and the Mk54 MBTs arrive. Remember to surround them at close range and pick away at their armor. Once the battle with the Kexi is over you can take on the two Yongsai 3s and the two tanks. Repair and heal your self and then move around the boat again and attack the Qinghuayu 1 and finally the last Kexi 1. Use the small buildings to shoot down on to these monsters to raise your hit percentage. Use shields throughout the entire stage as a counter attack except for when countering the tanks, they seem to miss a lot.



## Platinum Rankings

Enemies Eliminated	7
Total Number of Battles	30 to 90
Average Damage	101 to 140
Average Weapon Level	14 to 19
Number of Turns	17 or less



# front mission 3



## STAGE SIXTY-NINE: OCEAN CITY

**Objectives:** All enemies destroyed or surrender.

### Strategy:

This is the toughest of them all. Are you ready? Do you have the best weapons, computers, Battle Skills. Buy Shield repairs, missiles, body repair, and restore. This will be the one that separates the men from the boys -unless you're

a girl J. Then I guess it will separate the boys from the girls? Nah, that would be an awful existence. Anyway, if you don't think you have what it takes, hit the simulators, and hit them hard!

Set your defense to Anti-F to absorb the missile attacks from the Kexi 1s. As long as your body HP is up around 1000, you have SN-107G shields with Shield Max in your back-pack, a quality weapon like the Chongta 3, Desoto M300, or the Arc Barrel 4 you won't have to rely so heavily on what Battle Skills you have at this point. Although it does help to have nice Battle Skills like Arm Smash, Eject Punch, and Zoom II, etc., it is not necessary to beat the boss and his cronies.

Attacking Lukav at close range makes him counter with a Melee instead of his nasty laser weapon that will shoot right through you when hit. Have all of your Wanzers counter with the shields and keep an eye on their condition from turn to turn.



If you keep getting beat, go back to the simulators and gain more Battle Skills and upgrade your Wanzers, but if you already have the stats and weapons mentioned above, you should have no problem beating Lukav.

### Platinum Rankings

Enemies Eliminated	5
Total Number of Battles	60 to 80
Average Damage	66 to 70
Average Weapon Level	19
Number of Turns	12 or less

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# front mission 3



## STAGE SEVENTY: CONVENTION CENTER

**Objectives:** All enemies destroyed or surrender.

### Strategy:

Set your defenses to Anti-P to counter the police' machineguns. Attack "all for one and one for all" with each enemy and see how short this battle will be. Compared to what you've been through, this stage will be a cakewalk.



### Platinum Rankings

Enemies Eliminated	4
Total Number of Battles	25 to 30
Average Damage	109 to 200
Average Weapon Level	21
Number of Turns	6 or less

## Final Save Point



After beating the Convention Center Stage you will be given one last chance to save your progress. Why, you ask? Because you can load this save data and start the whole game over with all of the Battle Skills that you learned from the first time through. You have to reset the Battle Skills into your computers and you will only be able to use a couple of your favorite in the beginning because the first computers given to you can't handle that much data. With those great Battle Skills in the beginning of the game you should be able to walk all over the enemy.

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